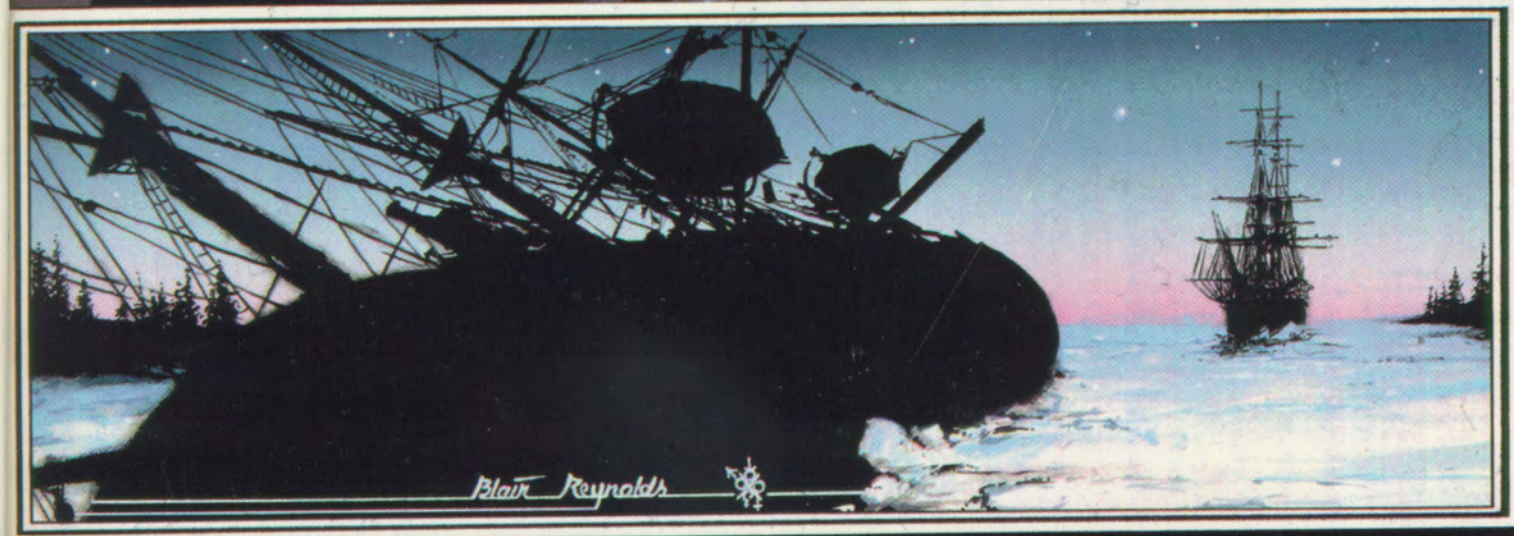
A CALL OF CTHULHU™ CAMPAIGN FROM PAGAN PUBLISHING

Walker in the Wastes



WRITTEN BY JOHN H. CROWE, III • ILLUSTRATED BY DENNIS DETWILLER

C A L E N D A R

Dates in **bold** type are the days of the new moon. Underlined dates are the days of the full moon.

1928

October

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	**13**
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

November

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	**12**	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

December

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	**12**	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

1929

January

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	**11**	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

February

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	**9**
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

March

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	**11**	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

April

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	**9**	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

May

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	**9**	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

June

S	M	T	W	T	F	S
						1
2	3	4	5	6	**7**	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

July

S	M	T	W	T	F	S
	1	2	3	4	5	**6**
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

August

S	M	T	W	T	F	S
				1	2	3
4	**5**	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	72	28	29	30	31

September

S	M	T	W	T	F	S
1	2	**3**	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

October

S	M	T	W	T	F	S
		1	**2**	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

November

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

December

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	**30**	31				

1930

January

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	**29**	30	31	

February

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	**28**	

March

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

April

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	**28**	29	30			

May

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	**28**	29	30	31

June

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	**26**	27	28
29	30					

July

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	**25**	26
27	28	29	30	31		

August

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

September

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	**22**	23	24	25	26	27
28	29	30				

October

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	**21**	22	23	24	25
26	27	28	29	30	31	

November

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	**20**	21	22
23	24	25	26	27	28	29
30						

December

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	**20**
21	22	23	24	25	26	27
28	29	30	31			

This page may be photocopied for personal use only. ©1994 John H. Crowe, III

I Am The Ancient,

and my sorrow is great.

LIBRARY OF CONGRESS
MAR 2 7 1995
COPYRIGHT OFFICE

The cold wind of the dark
stars is the breath I draw,
and my veins are as ice.

I am humbled; I am reduced.

But the keys of old
shall yet find doors of yielding,
and my fury shall find release
on the cold ice and the burning sands alike,
and my voice shall again be heard
among the stars,
and the spaces between them...

"Iä! Iä! Ithaqua. Ithaqua! Ai! Ai! Ai! Ithaqua cf'ayak vulgtmm vugtlagln vulgtmm. Ithaqua fhatagn!"

August Derleth, "Beyond the Threshold"

Walker in the Wastes

by John H. Crowe, III

PAGAN PUBLISHING PRESENTS
***WALKER IN THE WASTES* BY JOHN H. CROWE, III**
EDITOR & GRAPHIC DESIGNER JOHN TYNES **ILLUSTRATOR** DENNIS DETWILLER
COVER ARTIST BLAIR REYNOLDS **COVER DESIGNER** JEFF BARBER
PROOFREADER BRIAN A. APPLETON **TECHNICAL ILLUSTRATOR** JEFF BARBER
PLAYTESTERS BRIAN A. APPLETON ∞ ROGER BOLTON ∞ STEPHEN BUCK ∞ CHARLIE CONLEY ∞ HERIBERTO DEL PORTO ∞ DENNIS DETWILLER ∞ MICHAEL GAYFIELD ∞ MARC GOTOH ∞ C. RAYMOND LEWIS ∞ PETER LINK ∞ CHRIS MANTERIA ∞ ANGELA NIRCHI ∞ CRAIG PETTUS ∞ DANIEL RAAB ∞ DAN STARK ∞ JOHN TYNES ∞ HEATHER VAN BLADAL ∞ KEVIN VAN BLADAL

Walker in the Wastes is a campaign published by Pagan Publishing for the *Call of Cthulhu*™ roleplaying game. It is purely a work of fiction and any resemblance to people or events of the past or present is coincidental and unintentional. "Call of Cthulhu"™ is Chaosium, Inc.'s trademarked game of horror and wonder, and is used with their kind permission. The text of "Walker in the Wastes" is ©1994 John H. Crowe, III. Cover illustration is ©1994 Tynes Cowan Corporation. Interior illustrations are ©1994 Dennis Detwiller. Quotations from other sources are © the respective authors. Everything else is ©1994 Tynes Cowan Corporation. No portions of this work may be reproduced by any means without permission of the relevant copyright holders, with the exception of pages 204-215 and the inside covers, which may be photocopied for personal use only. All rights reserved worldwide. If you have questions or comments, send a SASE to: Pagan Publishing; 1910 N. 49th St.; Seattle, WA 98103; USA.
LICENSED BY CHAOSIUM, INC.

Introduction

Welcome to Pagan Publishing's first full length *Call of Cthulhu* campaign. Within this volume can be found fourteen linked adventures and all the background material and player aids necessary to run them. If you intend to be a player in this campaign, read no further. Avert your eyes, close this book, and lock it away in a secure place sealed with Elder Signs. On the other hand, if you intend to moderate this and are reading these words, you have already demonstrated excellent judgement.

As with any campaign or scenario, reading the *entire text thoroughly and completely* is important. This is the greatest single piece of advice the author can give. The sheer size of the campaign demands that the moderator (from here on referred to as the "Keeper") take time beforehand to prepare. If reading all the adventures is not practical or seems overwhelming, read the first one a few times, and become familiar with the support material given in the Resources section. They are not there to waste paper or look pretty. They provide valuable information that can make or break the campaign. As you progress, each adventure can be tackled individually, but do not forget that there is an ongoing storyline that the investigators need to interact with in order to succeed in the end.

Despite its length, *Walker in the Wastes* is relatively simple to understand. The basic premise has been taken from an analysis of real life religions and has been inspired in part by Brian Lumley's short story "Born of the Wind," August Derleth's "Ithaqua," "The Thing That Walked on the Wind," and "Beyond the Threshold," and a number of historical incidents. A thorough overview of the campaign can be found on pages 6-10, but in brief, the investigators are battling Ithaqua and a cult worshipping him. If they succeed, Ithaqua can be kept in a relatively weak position for at least for a while, but failure could result in mass devastation worldwide. Despite this, Ithaqua generally remains a menace hovering in the background rather than an immediate threat ready to pounce. Unlike Nyarlathotep, he very rarely interacts with humans.

As the campaign progresses, there are opportunities for new characters to be introduced and for investigators to improve themselves. At the conclusion of each chapter, investigators should be permitted to make their skill checks. At longer intervals, bonuses and penalties in Sanity (SAN) points are distributed to both player characters and friendly non-player characters. By the end, survivors will probably be much poorer in the monetary sense, but can be satisfied that they have had a great impact on the welfare of the planet.

This volume is not a game by itself. When running it, have a copy or two of the *Call of Cthulhu* rules available. Other than that, all that is needed are the usual dice, pencils, paper, etc. A character sheet provided in the Resources section may be photocopied for use by players and is ideal since it lists a number of skills important here that are not provided on the character sheets in the main rules. The author's intention is that the presence of these skills on the sheet will inspire players to purchase them since many may otherwise resist doing so.

Finally, prior to beginning, the author recommends that the Keeper read all the works of August Derleth and Brian Lumley listed in the bibliography. Further, for those with the time and inclination, it is probably ideal to read a little on the Inuit, the Arctic, and Babylonian religions outside of what is given in this volume. Again, the bibliography contains numerous excellent sources which the Keeper may refer to.

Now that the administrative garbage is complete, you are ready to read and run *Walker in the Wastes*. The author hopes all who read this enjoy it as much as he did in creating it. Good luck!

John H. Crowe, III **January 13, 1993**

Notes on SAN loss in this campaign: SAN loss comes in two forms, from reading books and from witnessing a shocking scene or entity. When reading books, the SAN loss before the slash (/) is the loss for skimming the book while the second loss is for intensive reading. In all other cases, the first loss is inflicted if the victim succeeds in a SAN roll while the second occurs when the roll is failed.

Notes on the group Luck roll: Throughout the campaign, group Luck rolls will be made. This is the Luck roll of the person with the *lowest* POW rating in the group. For example, if four investigators are breaking into an apartment and leave three of their friends behind in the hotel, only the lowest POW among the four intruders is taken into account. Keepers should obviously question the legitimacy of groups where everyone has a POW rating in excess of 13 or 14 or so. The Keeper must decide at the outset whether the POW of a friendly NPC can determine the group Luck roll.

Contents

Introduction 4

Resources

Campaign Overview 6

Investigator Sheet 11

World Map 12

Timetable & Locations 13

About Ithaqua 14

Child of the Wendigo 15

Rituals of the Cult 16

Ithaqua's Many Names 18

Legends & Folklore 22

The Inuit 24

The Arctic 29

Airships 31

Aerial Combat 33

New Spells & Skills 35

Prologue: The Dead Of Winter 39

Chapter One: Into the Realm of the Wind-Walker 59

Chapter Two: Onward to Endurance 73

Chapter Three: Secrets of the Kuriles 85

Red Herring: Chirihoi 98

Chapter Four: The Camden Project 103

Red Herring: The Osbrook House 120

Chapter Five: Camden's Dark Twin 127

Chapter Six: The Flight North 137

Chapter Seven: A Time For Decisions 145

Red Herring: The Monolith 164

Chapter Eight: Incident in Iraq 171

Chapter Nine: Seizing the Tablets 181

Chapter Ten: Day of Reckoning 193

Miscellany

Player Aids 204

Bibliography & Suggested Reading 216

Index 218

Afterword 222

Contributors 223

Walker in the Wastes is a campaign that took well over four years to research, write, rewrite, playtest, and prepare for publication. Obviously, in a project of such magnitude, no reasonable person can claim all of the credit for its creation. Two individuals were kind enough to assist the author through various stages of burnout and writer's block and provided valuable advice at several points. Many thanks go to Brian Appleton who provided some of the early inspiration and later suggestions. To John Tynes goes the greatest credit. In addition to providing some of the early background material on the Inuit, he assisted in smoothing out the inconsistencies and fleshing out some sections. Finally, the character Reinhold Blair was inspired by some of the roleplaying exploits of illustrator Blair "Shea" Reynolds, a friend of the author and editor. These heinous gentlemen have long been patient with the sometimes temperamental author of this work and to all of them goes his undying gratitude. Thanks guys!

Campaign Overview

Many centuries ago, Ithaqua was a major deity worshipped worldwide under numerous names and interpretations. Many of the world's wind, storm, and weather deities were actually Ithaqua. Quetzalcoatl for the Aztecs, Susa-no-wo for the Japanese, Sila for the Inuit, Lei-Kung for the Chinese, Enlil for the Babylonians, and Tha-thka for the Hittites are only a few of the many examples.

Ithaqua's worship and influence were worldwide until he became embroiled in a conflict with the Elder Gods. He was overwhelmed and had much of his life essence torn from him, crippling his powers when south of the equator. His essence was sealed in a mystical place known as the Temple of the Winds, at the North Pole, within a chamber known as the Vault of Souls. The Great Seal locking the Vault is a huge Elder Sign which Ithaqua cannot approach. Stymied in this manner for centuries, Ithaqua has been limited to the use of proxies — his human worshippers — in his vain attempts at breaking the Great Seal and restoring his powers.

Only now has humanity developed the technology to travel to and survive at the North Pole. To further confound Ithaqua, the Temple of the Winds exists only for one twenty-four hour period every year. Not surprisingly, it arrives only on the day of the winter solstice, a time of total darkness (twilight actually) and harsh extremes in cold and severe weather. Ithaqua wants his human (and non-human) followers to remove the Great Seal, thus releasing his life essence. If this occurs, Ithaqua's power would increase astronomically and he would no longer be contained in the world's frozen northern regions. The impact on humanity would be disastrous.

The Cult of Ithaqua

The Cult of Ithaqua (for lack of a better term since it has no formal name) is composed of members from many ethnic groups, nationalities, and social classes. Not surprisingly, a sizable percentage is Inuit or Native American, but many Europeans, North Americans, and Asians are members.

On the surface, it seems like yet another esoteric religion (much like Buddhism) which is only in the early part of the twentieth century gaining adherence outside of

its founders. The members of the cult credit it with the usual things: reforming lives, bringing peace, uniting individuals across lines of nationality and race, etc. Unlike other esoteric religions of the time, the Cult of Ithaqua has a very real and immediate goal: to make the great pilgrimage to the Temple of the Winds, and to break the Great Seal. Few of the cult's members understand the importance of this act, and fewer still are fully aware of their deity's ultimately malevolent nature.

The cult is generally non-violent and uses violence only if forced to or if it is deemed necessary. The general attitude of a typical cultist is that Ithaqua must be freed and nothing may stand in the way of this. Gratuitous violence and devastation will be avoided and the cult will not merely turn away from wounded and injured people. In the event of disaster, wounded cult members and even investigators may be dumped in front of a nearby hospital. If a conflict seems to be pointless, they will be open to negotiating though surrender is not an option in most cases.

Most have a sense that Ithaqua's ascension is inevitable. There is little contempt for non-cultists and most cult members easily blend into their respective societies and cultures. Not all fit this pattern, however. Some, such as Dyenen of the Blue Seal clan and Reinhold Blair of the Alaska cult (to be described later), are more malevolent and diabolical than a typical cult member. Overall, Ithaqua cultists are mostly inoffensive and non-threatening. Due to the importance of the current cult plan, however, violent tactics are more likely to be employed than they would be in a normal situation.

Throughout the scenario, those cultists specifically described are given a SAN rating of zero. However, this is not true of all cultists. Many have reasonably normal SAN ratings and are true believers in Ithaqua and his power. All have taken at least some SAN loss due to rituals and other causes and all priests, elders, and leaders have no SAN. No member of the cult has to make SAN rolls versus unusual phenomena since this is not unexpected and would be taken in stride (SAN loss may be assigned, but no negative effects would result other than to make the person more devoted).

The Cult Master Plan

The cult has an elaborate plan designed to obtain the release of Ithaqua's life essence from the Temple of the Winds. At four locations — Alaska, the Kurile Islands of Japan, New Jersey, and northern New York state — great airships are being constructed to provide a means of travel to the North Pole.

Except for the New Jersey dirigible, all of the projects are secret and unknown to any outside the cult. The New Jersey airship is a public project funded by numerous sponsors, including Goodyear, the U.S. Navy, and Howard Hughes, and is central to an expedition which is supposed to be the first to fly to the North Pole on the winter solstice. Funds and materials from this project have been secretly diverted to facilitate the construction of the New York airship.

The Kuriles airship has been plagued with numerous problems and recently, the project was indefinitely postponed. Instead, a small fleet of aircraft is being assembled. Each is being modified for polar service and this back-up plan is going well. If enough warning is received and there seems to be enough incentive (such as knowledge of the destruction of other airships), the Kuriles airship could be constructed though it might be a rush job.

In addition to the aforementioned airships and aircraft, several individual aircraft are scheduled to fly from several far flung locales in order to back up the airships and provide ground crews at the destination. The airships and aircraft are supposed to converge on the North Pole just prior to the winter solstice of 1930 where they will disgorge scores of armed and well-equipped cultists.

Once at the North Pole, the cultists intend to enter the Temple of the Winds and blow up the Great Seal with dynamite, thus releasing the life essence of Ithaqua. Once the seal is breached, Ithaqua's power will increase astronomically. No longer will he be confined to the northern wastes of the world. Rather, his reach will extend everywhere and will have a massive impact upon the world as the investigators know it.

Foiling the Plot

If the investigators do their job well, the only cultists who arrive at the North Pole will be those in individual aircraft. More likely, one or two of the airships will also make it, as well as at least part of the fleet of aircraft from the Kuriles.

The first several chapters of the campaign will see the investigators doing a lot of research and deduction, with frequent effort at sabotage. Their goal should be twofold: first, to slow or halt as many of the cult's plans as possible. Second, to secure their own transport to the North Pole as a final contingency against any successful cult flights.

Should they fail, all is not lost — in fact, the campaign does not end at the Temple of the Winds. During their research, the investigators may learn of the Tablets of Destiny, Sumerian artifacts that could be used to weaken Ithaqua for a hundred years. The last four chapters of the campaign detail the investigators' efforts at recovering these ancient treasures. But the Ithaqua cult also has a use for the Tablets, and the final showdown is sure to be memorable for your group.

The campaign ultimately ends with a moral dilemma for the investigators (and the players) to resolve, for the price of keeping Ithaqua at bay is measured in human blood...

Advice & Suggestions

Walker in the Wastes is a long and complex campaign spanning the 1927 to 1931 or 1932 period. Technically, it begins in the early months of 1927 when the investigators are recruited for a two-year Arctic expedition. The expedition departs in June of 1927 though actual action does not begin until November of 1928. After the expedition ends in June, 1929, the group proceeds with the main body of the campaign which runs non-stop until at least 1931, and possibly much longer.

The author spent several years writing and researching this campaign with the research alone amounting to hundreds of hours. This is part of the reason for the bulk of this volume. The complexity of the research combined with that of the story demanded that this section be compiled to assist the Keeper in moderating the campaign. It is strongly emphasized that only experienced Keepers who are willing to put the time into studying the storyline, characters, and background material take on a campaign of this magnitude. Inexperienced Keepers and those who fail to familiarize themselves with the contents will have a difficult time handling this.

Judge your abilities and determine what time you are willing to spend studying this before you even try to recruit players. Simply reading it once will not do. Active and repeated study is required though no additional outside sources are needed. Okay, if you have not yet been daunted by this paragraph, the next three sections will hopefully make life a little easier for you. Note that information provided here lacks specific details so it may be wise to return to this section after reading the entire volume once or twice.

Prologue: The Dead Of Winter

"The Dead Of Winter" is the type of scenario that should take no more than a few afternoons to run. It is reasonably simple and action is contained to a small portion of the Canadian Arctic. In it, the investigators, along with some NPC companions, compose an expedition charged with conducting general research on the region plus in-depth research on the remains of the Franklin Expedition as well as the Inuit. They have already been in the area for well over a year and are accustomed to the environment and the local Inuit population. Unfortunately, they are hampered by the fact that it is winter and that it is non-stop night for months on end.

Environmental concerns aside, the main focus of the scenario is the recent escape of a hibernating Gnoph-Keh from a kind of magical prison. Unrelated to the Gnoph-Keh

is a group of degenerate Inuit bent on gaining the favor of a dark god of the winds they call Sila (which is another name for Ithaqua). All other Inuit in the region are friendly and engage in trade and other interaction with the investigators. As the scenario progresses, the investigators should consult the local Inuit for information unless they go off half-cocked and try to hunt the Gnoph-Keh. The latter tactic will likely result in some of their deaths, but should convince them they are dealing with a powerful creature with possible paranormal abilities.

Sooner or later, they should consult the local Inuit and eventually contact the Red Caribou clan, the "protectors" of the region. If they fail to believe in the supernatural and thus fail to seek Inuit aid in the form of magic and rituals, they will have a tough time here. However, witnessing the Gnoph-Keh or perhaps the summoning of Sila at the camp of the Blue Seal clan should erase any doubt that the Inuit are the key. In an extreme case, the leader of the Blue Seal clan may send a *tupilak,* a kind of supernatural creature made of snow and/or animal parts, to torment the trespassing investigators though this should not be necessary.

By the end of the scenario, the investigators, both player characters and non-player characters alike, should be staunch believers in the paranormal and will be receptive to future paranormal solutions to various problems. Overall, "The Dead Of Winter" is short and should result in few, if any, deaths though the injury rate may be quite high, perhaps due to the effects of the environment as opposed to the actions of the bad guys.

Chapters One through Six

"The Dead Of Winter" is essentially an introduction and a way to provide the group experience and incentive to continue. Chapter One: Into the Realm of the Wind-Walker marks the beginning of the grand scheme to free Ithaqua's life essence in order to allow him to become a massive force in the world.

Not surprisingly, the rest of the campaign becomes quite involved and may pose some serious problems for the Keeper. Almost from the start there can be problems. First, some players may decide that having exhausted survivors from the Prologue embark on a new expedition, this time to Alaska, is unreasonable. That is certainly fine. They may generate new characters and save the retired ones for later use as replacements. However, at least some should continue on in order to provide vital knowledge and motivation for events to come.

The overall problem is as follows. The Cult of Ithaqua is trying to release Ithaqua's life essence (or soul or spirit or whatever you want to call it) from a mystical place known as the Temple of the Winds. They are dedicated to this end and serve as pawns of sorts though they are mostly independent of Ithaqua. The investigators must discover the plan and counter it. One problem they face is the fact that the cult will execute their plan in December of 1930 which gives the investigators only eighteen or so months to act. This should be plenty of time, but there are a series of red herrings that may trip them up. Plus, the cult isn't just sitting around blithely waiting for the good guys to come charging over the proverbial hill like the 7th Cavalry.

Thwarting the cult will not be easy. The first stage is to discover the cult base in Alaska, learn the cult's plans, and, if possible, destroy the airship there. The investigators do not need to get away with everything and may be led astray by any number of false leads. However, as long as they escape with a general idea of what is going on, everything is fine. Essentially, they must know what the cult is doing (they're secretly assembling several airships around the world for a trip to the North Pole), when they are doing it (the arrival time is just prior to the winter solstice of 1930), and where action is happening (airbases exist in the Kuriles, Camden, New Jersey and Camden, New York). While it would be nice to know why, it is unnecessary at this point. All they must know is that if the cult succeeds in whatever they are doing, the world is in for a really hard time. The information can be obtained by capturing plans at the cult base and the date of the final mission (winter solstice, 1930) may be obtained from an Inuit or Tlingit shaman who enters a trance to consult spirits. Even the location of the Temple of the Winds may be revealed by a shaman though the airships should not be revealed in this manner.

Once they escape Alaska, life is fairly simple in a general sense. Essentially, the group must go around the world busting airships. The more they destroy now, the less they have to deal with later. If they fail to hit some, or even all, that's okay. Even if they nail every airship, they must still travel to the North Pole at the appointed time in order to make sure some cult aircraft or unknown airship didn't get there anyway. Try to emphasize that they must be there prior to the winter solstice since the Temple of the Winds arrives at 12:00:01 A.M. on December 21 and stays until midnight. If they were to arrive at noon, the cult would have broken the Great Seal and Ithaqua would already be free. Oops.

Obviously, Chapters One through Six are much more involved than this and the body count may get fairly high. However, intelligent play should be rewarded by the Keeper. If the group cooperates and acts like a team and makes intelligent decisions and plans, they should probably be given a break when and where appropriate. Poor roleplaying, bad decisions, and group infighting may be punished as the Keeper deems fit, but such punitive measures should be used to prod them on to better paths, not just to cause pain and aggravation.

One important note remains here. In this campaign, there should be an opportunity for the investigators to learn some magic. It may be from Inuit or Tlingit shamans or from captured cult journals or both. Most Native American magic should be off-limits and remain in the hands of shamans

only. However, certain spells (most notably Dismiss Sila) may be taught, perhaps out of the knowledge that helping these valiant "Europeans and Americans" can lead to the salvation of the world.

Of great importance also is some Cthulhu Mythos magic, most notably the Ritual of Knowledge. This ritual can be vital in Chapter Ten when (if) the investigators capture the Tablets of Destiny and are trying to figure out how to use them. While it is Mythos magic, it certainly may be known by an Inuit shaman who may pass the knowledge on to investigators he honestly believes are trying to defeat Sila and keep humanity safe. He will warn against use of the ritual except in the most important of circumstances since it is believed to be dangerous black magic. This is an understatement, but he knows of no one who has ever performed it. If they do use it, the results should come as a complete surprise and may result in some of the group being injured or killed.

Chapters Seven through Ten

Once the conflict at the Temple of the Winds has been resolved, the investigators must find the final solution to their problems — the Temple, after all, returns and is vulnerable every single year. By this time, they may have realized that a certain Sumerian artifact, believed by scholars to be mythical, actually exists and is probably the key to slamming the door in Ithaqua's face for the duration. This artifact is the Tablets of Destiny, also known as the Tablets of Fate or the *tupsimati*. However, unless the group split up, they should have had their hands tied just trying to counter the cult plans for the strike at the Temple of the Winds.

Now they may seek the Tablets unhindered by other priorities. In fact, the Tablets are the only viable option for the group since (1) it is evident the cult also believes them to be important (in theory, Ithaqua revealed this information to his disciples and there would be no reason for him to lie to the cult) and (2) there are no other decent leads. Furthermore, unless they can find a way to completely eradicate the cult, something which is impossible due to its size and diversity, they will simply keep striking at the Temple of the Winds every winter solstice until they are finally victorious.

The search for the Tablets is an involved one requiring a trip to the British Museum and ultimately an encounter with an elderly scholar named Herbert Whitley. However, three red herrings are present that may lead them astray. Two are rather devastating. One can be an expedition to Nippur where the Tablets may be thought to be housed if the investigators go off half-cocked or are just grasping at straws. The other is a Serpent Man entombed near the location of the Tablets. Should he be inadvertently awakened and not quickly dealt with, he may seize the Tablets and lead the group on a merry chase around the world. Finally, the cult is also seeking the Tablets and will send groups out to find the Tablets as well as groups out to kill the investigators.

If the cult gains the Tablets, they will eventually transport them to British Columbia where they may be used in the ritual to free Ithaqua. As with the Serpent Man, this may involve a multi-continent pursuit though this time the group would face a band of well-equipped and intelligent cultists, not a lone, woefully uninformed Serpent Man. If the cult does succeed in using the Tablets, the campaign ends with a total defeat for the group and the ruination of the world.

Another possibility is for the investigators to obtain the Tablets. Learning to use them is difficult and will most likely occur through the use of the Ritual of Knowledge. If they are successfully used against Ithaqua, they remain (probably) in the hands of the investigators. A section is provided that details how the Tablets impact the investigators in the period after the campaign. It should be noted that they are a powerful artifact not meant for human use and possess great potential for abuse.

Obviously, this short synopsis cannot stand on its own. The Keeper should read the rest of this volume then return here. At that point, it may serve to enlighten since many elements mentioned here are out of context and in poor detail. It should be emphasized that during playtesting, all sorts of strange possibilities arose. In fact, the groups ran the gamut. One was totally eradicated during Chapter Two and that session resulted in total victory for Ithaqua and the cult. However, another group survived until the end and succeeded in using the Tablets to destroy Ithaqua's grand scheme. They did so with the loss of only one investigator. Obviously, there are innumerable possibilities with a campaign of this size. The effort has been made to take into account as many contingencies as possible, including some that are only remote possibilities. However, there is no way for the author (or even the Keeper) to anticipate everything and you must be prepared for all sorts of obtuse angles, strange plot twists, unusual investigator plans and actions, and the like. If for no other reason, this is why the Keeper must be thoroughly versed in the material presented in this book, from character names and profiles to relevant history, geography, and religion to the rather involved storyline.

Without such preparation, *Walker in the Wastes* will not be just a challenge, but a total disaster. *With* such preparation, however, this campaign should provide you and your players with several months of fascinating deduction, grisly encounters, and fast-paced thrills.

Walker in the Wastes

Name _____ Occupation _____

Gender ____ Age ____ Nationality _____ Residence _____

Schools & Degrees _____

INVESTIGATOR STATISTICS

STR	DEX	INT	Idea
CON	APP	POW	Luck
SIZ	SAN	EDU	Know

Damage Bonus _____

Current Date _____

MAGIC POINTS

Unconscious= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

Dead= 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos:____) Insanity = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias _____

Mental Disorders _____

PORTRAIT

INVESTIGATOR SKILLS

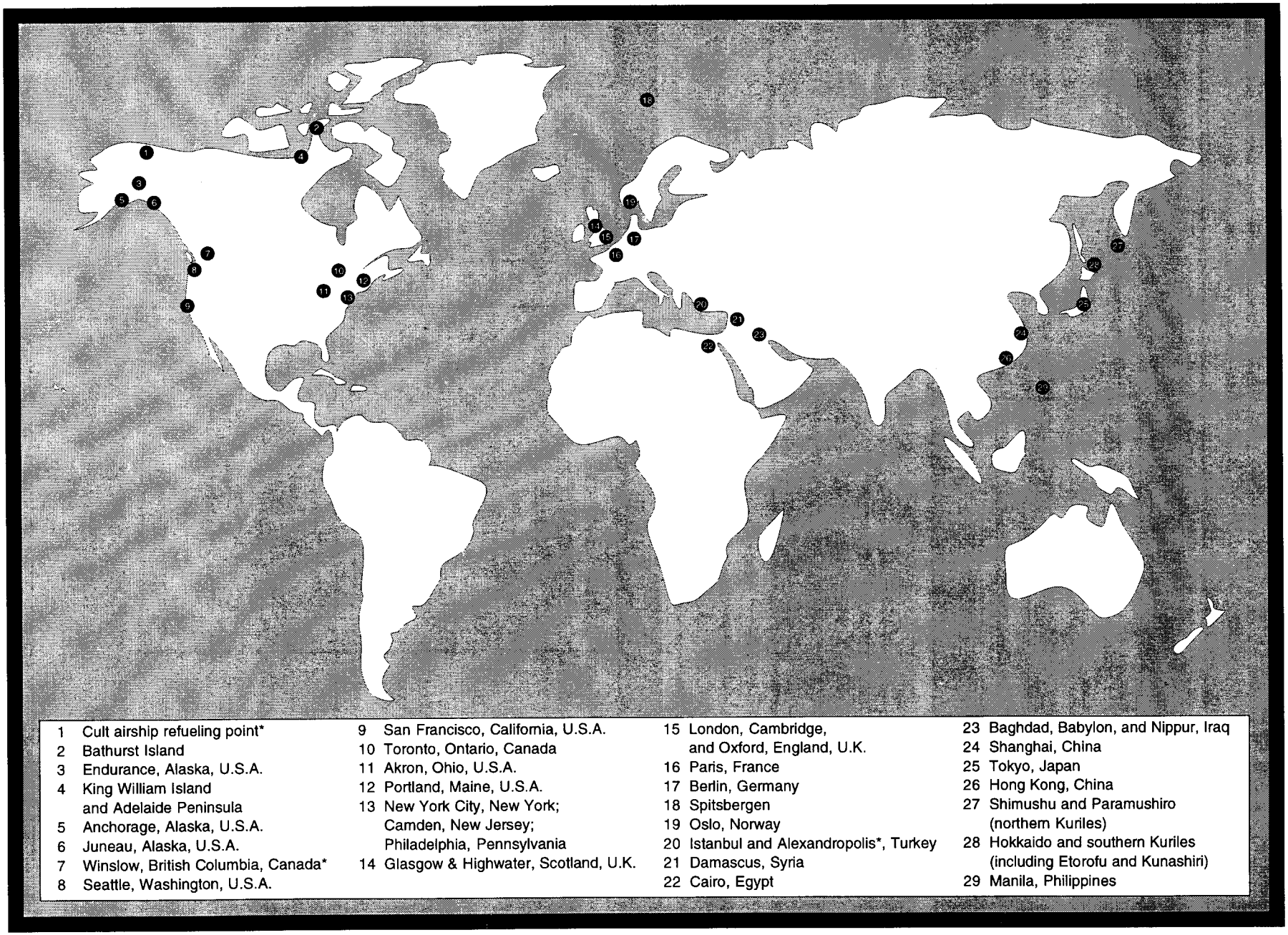
- ☐ Accounting (10) ____
- ☐ Anthropology (00) ____
- ☐ Archæology (00) ____
- Art (05):
- ☐ _____ ____
- ☐ _____ ____
- ☐ Astronomy (00) ____
- ☐ Bargain (05) ____
- ☐ Biology (00) ____
- ☐ Boating (10) ____
- ☐ Botany (00) ____
- ☐ Cartography (00) ____
- ☐ Chemistry (00) ____
- ☐ Climb (40) ____
- ☐ Conceal (15) ____
- ☐ Credit Rating (15) ____
- Cthulhu Mythos (00) ____
- ☐ Dodge (DEX x2) ____
- ☐ Drive Auto (20) ____
- ☐ Drive Sled/Sledge (10) ____
- ☐ Electrical Repair (10) ____
- ☐ Fast Talk (05) ____
- ☐ First Aid (30) ____
- ☐ Forensics (00) ____
- ☐ Geology (00) ____
- ☐ Hide (10) ____
- ☐ History (20) ____
- ☐ Jump (25) ____
- ☐ Law (05) ____
- ☐ Library Use (25) ____
- ☐ Listen (25) ____
- ☐ Locksmith (00) ____
- ☐ Martial Arts (00) ____
- ☐ Mechanical Repair (20) ____
- ☐ Medicine (05) ____
- ☐ Natural History (10) ____
- ☐ Navigation, Land (10) ____
- ☐ Navigation, Sea/Air (00) ____
- ☐ Occult (05) ____
- ☐ Operate Hvy. Machine (00) ____
- Other Language (00):
- ☐ _____ ____
- ☐ _____ ____
- ☐ _____ ____
- Own Language (EDU x5):
- ☐ _____ ____
- ☐ Paleontology (00) ____
- ☐ Persuade (15) ____
- ☐ Pharmacy (00) ____
- ☐ Photography (10) ____
- ☐ Physics (00) ____
- Pilot (00)
- ☐ _____ ____
- ☐ _____ ____
- ☐ _____ ____
- ☐ Psychoanalysis (00) ____
- ☐ Psychology (05) ____
- ☐ Ride (05) ____
- ☐ Sailing (10) ____
- ☐ Sneak (10) ____
- ☐ Spot Hidden (25) ____
- ☐ Swim (25) ____
- ☐ Throw (25) ____
- ☐ Track (10) ____
- ☐ Woodcraft (10) ____
- ☐ Zoology (00) ____

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐						
☐						
☐						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐						
☐						
☐						

permission granted to photocopy for personal use only — copyright ©1994 John H. Crowe, III



1 Cult airship refueling point*
2 Bathurst Island
3 Endurance, Alaska, U.S.A.
4 King William Island and Adelaide Peninsula
5 Anchorage, Alaska, U.S.A.
6 Juneau, Alaska, U.S.A.
7 Winslow, British Columbia, Canada*
8 Seattle, Washington, U.S.A.
9 San Francisco, California, U.S.A.
10 Toronto, Ontario, Canada
11 Akron, Ohio, U.S.A.
12 Portland, Maine, U.S.A.
13 New York City, New York; Camden, New Jersey; Philadelphia, Pennsylvania
14 Glasgow & Highwater, Scotland, U.K.
15 London, Cambridge, and Oxford, England, U.K.
16 Paris, France
17 Berlin, Germany
18 Spitsbergen
19 Oslo, Norway
20 Istanbul and Alexandropolis*, Turkey
21 Damascus, Syria
22 Cairo, Egypt
23 Baghdad, Babylon, and Nippur, Iraq
24 Shanghai, China
25 Tokyo, Japan
26 Hong Kong, China
27 Shimushu and Paramushiro (northern Kuriles)
28 Hokkaido and southern Kuriles (including Etorofu and Kunashiri)
29 Manila, Philippines

(* denotes a fictional location)

R E S O U R C E S

Timetable & Locations

This timetable is included for the Keeper's use in order to assist in keeping track of important events in Chapters 1-6. Latitude & longitude of major locations in the campaign also appear, as some spells only work in certain places.

Date	*Event*
Friday, June 10, 1927	Investigators depart Toronto for the base near King William Island.
Saturday, November 10, 1928	Body found.
Friday, June 14, 1929	The survivors from the prologue return to Toronto and begin the debriefing period.
Sunday, July 14, 1929	The debriefing period ends.
Sunday, July 21, 1929	The investigators depart Toronto enroute to Seattle and ultimately Anchorage.
Wednesday, July 24, 1929	The investigators arrive in Seattle.
Monday, July 29, 1929	The investigators depart Seattle on a freighter bound for Anchorage.
Saturday, August 3, 1929	The freighter arrives in Seattle and the group begins active investigation.
Friday, October 25, 1929	The first cult airship (in Alaska), the *Wind-Walker,* is completed and begins final checks.
Wednesday, October 30, 1929	Maiden flight of the *Wind-Walker.* Several fairly short shakedown flights follow over the next year.
Wednesday, April 16, 1930	The publicly-funded airship christened *Camden* is completed and begins final checks.
Saturday, May 17, 1930	The *Camden* flies to Lakehurst, New Jersey on its maiden flight.
Saturday, July 19, 1930	The *Wind-Walker* takes a long range test flight to the secret supply base on the north coast of Alaska. One week later, it returns to its home base.
Sunday, July 20, 1930	The *Camden* has its first long flight to Akron, Ohio. One week later, it returns to Lakehurst.
Tuesday, September 2, 1930	The second cult airship (Camden, New York), the *Death-Walker,* is completed and begins final checks.
Tuesday, September 16, 1930	The final cult airship (on Shimushu Island), the *Wendigo,* is completed and begins final checks (if it needs to be built).
Monday, December 15, 1930	The *Camden* departs Lakehurst enroute to Spitsbergen. Upon arrival, it begins pre-flight checks for the final hop to the North Pole.
Thursday, December 18, 1930	The *Wind-Walker* leaves its base and arrives at the secret supply base. Final pre-flight checks begin.
Saturday, December 20, 1930	At varying times, all airships take off on the final leap to the North Pole. Note that this is the maiden flight of the *Death-Walker* and both it and the *Wendigo* have lengthy trips ahead of them.
Sunday, December 21, 1930	The Temple of the Winds appears at the North Pole. The airships arrive prior to its appearance and have already established a base camp on the ice nearby. Survivors depart on December 22.

Sample Coordinates for Important Locales

Location	*Coordinates*	*Location*	*Coordinates*
Anchorage, Alaska	61°13'N, 149°53'W	Ottawa, Ontario, Canada	45°25'N, 75°42'W
Baghdad, Iraq	33°20'N, 44°26'E	Philadelphia, Pennsylvania	39°37'N, 75°7'W
Istanbul, Turkey	41°2'N, 28°59'E	Tokyo, Japan	35°42'N, 139°46'E
London, England	51°30'N, 0°10'W	Toronto, Ontario, Canada	43°39'N, 79°20'W
New York City, New York	40°43'N, 74°1'W		

About Ithaqua

In the Mythos fiction of August Derleth and Brian Lumley, certain characteristics were evident in the god. Called the "Death-Walker" and the "Wind-Walker" by some worshippers, Ithaqua was a titanic humanoid being with huge webbed feet that were known to leave distinctive prints in soil and snow. Worshippers offered human sacrifices to this temperamental deity. If a sacrifice or ritual were not done properly, the vengeful Ithaqua would kill all involved, seizing many and carrying them aloft while dashing others brutally to the ground.

Those who were taken could remain with him for months and later be dropped to the ground frozen in an ice block or wrapped in an intricate cloak-like web of snow and ice crystals. When found, such victims would often still be living, but would die within hours, being unable to stand warmth, as if extreme cold were vital to their existences. These survivors might communicate, but at best they would be in a delirium and babble only what seems like nonsense to the layperson. Those familiar with the Cthulhu Mythos might be shocked by some statements since names and places may be mentioned (Hastur, Leng, the Tcho-Tcho people, Great Cthulhu, etc.) that will be quite disturbing. Just where the victim was and what he or she learned will remain a mystery.

Experienced investigators may be unnerved by trinkets occasionally found on the bodies of Ithaqua's victims. Items could come from places as far flung as Tibet and Burma and bodies could be found in highly unusual places such as south Pacific islands. Some of these items can even be things manufactured by the evil Tcho-Tcho people, indicating the Wind-Walker's range is quite fantastic. Almost always, any non-worshipper who sees Ithaqua will die or disappear within days or, at best, weeks. Later, their bodies might be found, frozen in a snowdrift, crushed as if dropped or thrown from a great height, inexplicably sealed within a great block of ice, or encased in the aforementioned snow-web, perhaps still living.

Encountering Ithaqua

At various points during the campaign, the investigators may see Ithaqua and survive the initial encounter. In such cases, the Keeper must make an essential decision. Keepers who are Lovecraftian purists will within days after such an encounter arrange for the victim to disappear, perhaps later to be found dead or dying. Those who wish to give the investigators a sporting chance have other options. A Luck roll may be required and if failed, the victim will disappear. Another possibility is to reduce the victim's Luck roll by 10% for the duration of the campaign and in all future scenarios involving Ithaqua or taking place in the far north. The investigator may increase his or her chances of surviving by fleeing south as quickly as possible since Ithaqua's reach is not infinite. Many other options exist and it is up to the individual Keeper to make a decision which is deemed appropriate for the players involved. Note that such fates not only befell those who saw Ithaqua, but those who investigated disappearances as well so eventually the entire group could become the subject of this informal curse.

Ithaqua

the Wind-Walker, the Wendigo, the Death-Walker

STR	50	DEX	30	INT	10
CON	150	POW	35	SIZ	100
DB	+8D6	HP	125	Move	10/100 flying

Attacks: Wind Gust 100%, damage Lift and Drop 1D10x10 feet. Each 10 feet dropped inflicts 1D6 damage; Claw Attack 80%, 6D6+db damage (damage ignores any armor); Grasp Attack 80%, special damage; Stomp Attack 65%, 8D6+db damage

Notes on Attacks: If a victim is in relatively close proximity to Ithaqua (perhaps fifty feet or more), he can use mighty winds to sweep victims into the air. The targets may roll on the Resistance Table, matching their strengths versus Ithaqua's STR of 50. If multiple targets are being assaulted in this manner, Ithaqua's strength is divided evenly among them. Note that Ithaqua may use this to haul victims into the air with him and may not necessarily choose to drop them. Another method Ithaqua may use to carry victims off is the Grasp Attack. If it hits and the victim fails a STR versus STR roll on the Resistance Table, he or she is firmly held in a massive hand and cannot move or even struggle.

Armor: 10 points of skin and thick rime

Spells: All Call and Contact spells plus has the ability to control the weather and environment. The latter allows him to freeze victims in a localized area (perhaps five to ten foot diameter) and even encase them in ice.

Sanity Loss: 1D10/1D100 SAN loss to see Ithaqua; 1/1D6 SAN loss to hear the howl of the Wendigo on the north wind.

Child of the Wendigo

A Child of the Wendigo is created exclusively by Ithaqua from humans captured by him. Reasons for the transformation are unknown, but the result is the ruination of the life of the victim.

Upon transformation, the victim becomes a powerful, bestial creature only generally resembling his/her former self. The beast craves the warm flesh of anything it can catch and its favorite prey is always the members of its own former species. Although transformed, the creature does maintain a shadowy semblance of its former personality. In the initial stages of its life, this can lead to hesitancy or indecision on its part when attacking humans. It may even permit them to leave unharmed though this is an unusual and rare circumstance. Rolling 20% or less of its Luck roll will cause it to let human prey go and rolling under its Luck roll, but not under 20% of it, will cause it to hesitate. If attacked, it will become enraged and attempt to slay its prey despite the results of the abovementioned Luck roll.

After a week or two, however, the transformation is finally complete and the above no longer applies. Moreover, if during this time it succeeds in making a kill, the transformation is considered complete. The Child of the Wendigo has an unusually long lifespan and as long as it does not displease its creator, something which is hard to avoid, it can live indefinitely. Once many decades have passed, the creature begins to tire of its existence and again may become hesitant. Though it will never allow prey to leave, if it is successful in its Luck roll, it will hesitate to attack or give a killing blow. If the roll is made at 20% of its normal chance, the creature may even converse with or otherwise interact with its prey. This is where it may show some of its former personality. Despite this, the end result still is a savage assault though the interaction may delay this by up to several minutes. The reason the beast reacts this way is because it is confused by its vague memories of a life which some part of it deep down still misses. Below are the modifications to a character that is transformed:

STR x3 DEX x1 INT x.5 CON x 3
APP N/A POW x1 SIZ x 1.25 EDU x 1

The victim's skills are modified when he/she becomes a Child of the Wendigo, according to the following:

- All intellectual skills (e.g. Botany, Persuade, Pharmacy, Psychology, History, etc.) degrade at the rate of one point each per day until all reach 0%.
- All purely physical skills (e.g. crude weapon skills such as club and knife attacks, physical attack skills such as kick and grapple attacks, Sneak, Hide, Spot Hidden, Climb, Listen, etc.) do not change except as detailed below.
- All wilderness skills (e.g. Conceal, Track, Swim, etc.) do not change.
- Unless the victim possessed a higher skill level, it gains the following when assuming its new form: Climb, Hide, Jump, Listen, Sneak, and Spot Hidden each at 75%, Track at 50%, and Sense by Smell 90% (100' range).
- As it gains experience, its "bestial" skills may increase just as a player character can improve.
- Language skills don't degrade immediately, but over time. A creature forgets its languages at the rate of 2% per year except for its native tongue which deteriorates at the rate of 1% per year. The creature's native language will not drop below 40%.

Attacks: Bite Attack 30%, 1D4+db damage; Fist/Punch Attack unchanged, 1D4+db damage; Kick Attack unchanged, 1D8+db damage; Crude Weapon Attack (knife, club, etc.) unchanged, variable damage. Weapons are almost never used, however.

Armor: one point of hide, minimum damage from physical attacks, and special (see below)

Spells: none

Special: A Child of the Wendigo is not particularly impressed when it is struck by a weapon or gunfire. However, if a firearm inflicts an impaling wound, the beast will flee due to the fear that its icy heart could be melted by the scaldingly hot projectile. In addition, it fears fire when it is used as a weapon for the same reason. While it is not concerned by campfires, lanterns, or the like, a maniacal hunter wielding a flaming brand could force it to flee or at least retreat for a time.

SAN loss: 1/1D6. If it was once a companion or friend, the SAN loss is 1/1D8.

The Child of the Wendigo is a large creature, usually seven feet in height. Its heavily muscled body is covered with a bluish-white skin that is disturbing to look at. Most will be garbed in the ragged garments they bore prior to their encounter with Ithaqua. The face has a distinct bestial appearance characterized by razor sharp teeth and ice blue eyes. Hands bear short claws that are dangerous weapons. Encountering a Child is bad enough, but realizing it was once a close friend or companion is even more disturbing and can result in greater loss of sanity points.

Rituals of the Cult

All of the following rituals have a number of things in common. Each is invoked in the name of Ithaqua and many are designed to draw directly on him for power, information, etc. In all cases, rituals must be carried out north of the equator and in a remote area devoid of structures and potential witnesses. Most of these are unlikely to become known to investigators, but they may be witnessed by them should the circumstances (and Keeper) so dictate. A few may be key to progress in the campaign if used by the investigators. The Keeper should feel free to create rituals specifically tailored to the conditions of the campaign if this seems warranted. However, they should be consistent with the general format laid down here.

The Ritual of Knowledge

This ritual is how the cult was able to obtain certain pieces of vital information from their god including the knowledge of the Temple of the Winds and that the weather conditions at the North Pole would be clear during the days just prior to the winter solstice of 1930. It is a rather routine ritual by cult standards, but the end result is quite shocking and repugnant.

A group of at least twenty worshippers and a priest are required for this ritual. It must be conducted in a remote area, preferably a clearing or field, located north of 12° north latitude and always between dusk and dawn. It begins with the worshippers standing in a circle holding hands and the priest in the center. As the worshippers begin to chant a special phrase taught them by the priest, the priest begins his or her own chant in a low monotone. This goes on for the better part of an hour. Each worshipper donates one magic point to the spell and the priest may donate as much as is deemed necessary as long as he/she remains conscious. For each point expended there is a one percent chance that the ritual will succeed. However, regardless of the number of worshippers, the spell always fails on a percentile die roll of 96 to 00. If it succeeds, after fifty minutes the wind will begin to increase velocity noticeably. After fifty-five or so minutes, it has increased to twenty or thirty miles per hour. Unless the worshippers stop chanting or break their circle, the ritual at this point is unstoppable. In the last couple minutes, a thin white fog will enter the area from seemingly nowhere and sweep in and out among the participants.

As the chant concludes after a full hour, the fog suddenly coalesces around a random worshipper (not the priest or any bystander) and enters his or her body through the mouth and nasal passages. If this entry is actively resisted (a true cultist would not resist), a resistance roll versus Ithaqua's POW of 35 must be attempted. If the victim loses, the effect is the same as it would be on a willing cultist. If the victim wins, the fog recoils and appears to boil angrily. It then shoots over to the priest, occupies him/her, and again has the same effect as on a willing cultist. The priest cannot resist even if he is not a willing cultist. A gas mask will not inhibit this in any way.

Once the host has been occupied, it (yes...it) jerks upright and becomes glassy-eyed and stiff. For the next five minutes, it becomes a sort of transmitter to Ithaqua and questions can be asked of it. The responses will be as accurate as possible, but keep in mind that Ithaqua is not omniscient. The host may issue orders or instructions to devotees, but investigators asking questions will not be answered (or may receive intentionally bogus responses) if Ithaqua is aware of their loyalties or becomes suspicious of their motives and goals. Once the five minute question and answer period has subsided, the body gives a single violent jerk and collapses. A minute after that, it begins to go through the horrible transformation to become a Child of the Wendigo (see page 15). The transformation takes only one round per point of POW the victim had prior to the beginning of the ritual. Once complete, the creature leaps up and violently attacks anyone it can get its greedy claws on. Cultists are generally prepared for this and either bind the body in chains and manacles while the host was answering questions or place the body in a deep pit or strong cage before the transformation ends. In an extreme case, they may kill it as it transforms rather than let it run amok among their group.

If the fog was forced to inhabit the body of the priest, the result is very different. Rather than drop to the ground, the priest instantly becomes a Child of the Wendigo and is consciously directed by an irate Ithaqua to slay (i.e. punish) as many of those around as possible. If there is a noticeable distinction between worshippers and investigators, the investigators will be attacked first (which would not necessarily be the case with a normal example of the creature). Once it has assaulted as many people as possible, the creature will be released by Ithaqua to go about its merry

way.

In addition to the magic point expenditure, each participant loses 1D10 SAN and the priest loses 1D10+1D6 SAN. This does not take into account the loss for seeing the Child of the Wendigo.

The Ritual of Power

This ritual requires a minimum of thirty participants plus a priest and invokes the name of Ithaqua to increase the POW of the priest. It must be conducted at night and in a remote area north of 12° north latitude. A conscious human captive is needed and this person may be willing or unwilling.

First, the captive is strapped down to a flat stone slab or table. Next, the priest approaches the slab and is then surrounded by the worshippers holding hands to form a circle. As they begin chanting a phrase taught them by the priest, he or she begins a rather involved chant lasting ten minutes. At the conclusion, the priest produces a large, sharp knife and plunges its blade into the chest cavity of the victim. The heart must be pierced and death must occur after only one blow. If properly done, each worshipper expends one magic point and the priest five points. These points are added up and provide the percentage chance for the ritual to be successful (a fumbled roll always indicates failure). If the ritual succeeds, the priest gains one point of POW. His or her POW rating may exceed 21, but may not exceed 24. Each participant loses 1D8 SAN except the priest who loses 1D10+1 SAN.

The Great Ritual

The Great Ritual is carried out in only the rarest and most special of circumstances. It is essentially an enhanced version of Call Ithaqua which results in a personal appearance from this deity. Like the previous rituals, it must be cast at night in a remote area and invokes the name of Ithaqua. Unlike the others, it must be cast north of 45° north latitude. At least fifty worshippers plus one or more priests are required.

The ritual takes place with the worshippers in a loose group around the priest(s) who furiously chant their words of power. The worshippers merely stand by silently and watch. The chanting takes an hour and at the end, seven magic points are drained from each person within one mile of the group. Those lacking the points perish in the process (kind Keepers may allow a resistance roll of some sort). If a total of at least three hundred and fifty magic points (ten per point of POW Ithaqua possesses) are seized by the ritual, there is a thirty five percent chance that Ithaqua will personally show up on the scene within five minutes.

The arrival of Ithaqua is not pretty. The wind picks up and blows snow, leaves, litter, and any other loose material skyward. Next, Ithaqua himself can be seen descending from the clouds above (requiring the appropriate SAN rolls of all non-cultist witnesses). He settles to the ground among the worshippers who calmly stand by only moving to get out of the immediate landing zone (those who don't are crushed by the uncaring god's massive webbed feet). Once he has arrived, whatever special event is planned takes place (perhaps the presentation of a special sacrifice) and Ithaqua then takes flight and departs with a tremendous howl (again, causing the appropriate SAN loss). If the scene is disturbed while Ithaqua is arriving or while he is there, the temperamental god will take extreme displeasure on all he views including priests, worshippers, bystanders, etc. Victims will be smashed under massive feet and crushed in great gripping hands and no one nearby is safe. The entire area will suffer from a deep freeze potentially causing deaths from hypothermia to those who are unprepared. The specifics are left up to the individual Keeper, but the scene should be quite grueling and graphic.

Observant readers will note the objective of this ritual and the spell Call Ithaqua are the same. Casters who possess both spells may use either one. If the Great Ritual is used, however, any boon provided by Ithaqua will be greater.

The Ritual of Devotion

Of all the rituals, this is perhaps the most commonly performed and has the least stringent requirements. It must be performed north of 12° north latitude in a reasonably remote area and may be performed at any time. The Ritual of Devotion is used when incorporating new members into the cult, to renew vows to Ithaqua, and when seeking to appease the temperamental wind god. At least ten worshippers plus a priest must take part and it requires the sacrifice of an animal, usually a goat or sheep, after an hour of complex chants. At the end, each worshipper expends one magic point and the priest expends any number he/she wishes so long as unconsciousness is not the result. Each point expended gives a 4% chance of success for the spell and in any case, a fumbled roll indicates failure.

If the ritual succeeds, the subject of the spell, who must be willing and may be the priest or any one of the worshippers, gains a "revelation" of some sort. It may provide him or her with some sort of insight or even the solution to some minor problem. At the very least, it is a euphoric experience and causes the loss of 1D8 SAN. If for some reason Ithaqua is displeased with the cult or the specific subject of the spell, the SAN loss is 1D20 and the subject suffers a violent seizure followed by a coma lasting 1D10 days. Note that the subject of this ritual must be a willing participant though he or she may be ignorant of what the result may be. All members of the Cult of Ithaqua go through this at least once and priests have gone through it many times. This is part of the reason that most cultists (and all priests) have low or no SAN.

Ithaqua's Many Names

In conducting research for the campaign, the author scoured libraries seeking information on a wide range of the world's wind and storm deities. A common theme among the deities described here is their imprisonment, capture, or banishment. Many major deities, some being at the top or close to the top of their respective pantheons, suffered this indignity which supports the allegation made in Brian Lumley's "Born of the Wind" that was part of the early inspiration for *Walker in the Wastes*. This section provides information on several deities for use by the Keeper. Such information can be found in Samuel Bridgeman's *Obscure Deities of the World,* a (fictitious) three-volume set the investigators will probably encounter repeatedly. It may also turn up as information unearthed during their own research efforts, perhaps to confirm statements made by Bridgeman. The Keeper should feel free to disseminate this information as he or she feels is appropriate and may even photocopy entire sections as a kind of player aid for investigators who did their research well.

The author wishes to emphasize that he is by no means a scholar of ancient religions. He sifted through dozens of sources, many of which conflicted, thus requiring his personal interpretation. Some readers may disagree with what is here, but this is designed to be support material for the campaign, not a formal study of religion.

Enlil

Sumerians and Babylonians

Enlil is a fascinating deity that dates back to the time of Sumer. He was at the top of the Sumerian pantheon and with the rise of Babylon, remained in the top triad of gods though was not the leader. He is known under a number of names including Ellil and Bel, the latter term applied to him in the post-Sumerian period. In Sumerian, "Enlil" means "storm god." The word "lil" which is part of the name "Enlil" means "demon" which may signify that the entire name means "chief-demon." This wind/storm deity was among the most powerful of Babylonian deities and was worshipped in many cities. While each city in Mesopotamia had its own patron deity, Enlil was unique in that he was a sort of "national god" worshipped throughout the region. The center of Enlil worship was in a temple called Ekur in the city of Nippur. Nippur itself was supposedly inhabited by the gods before the arrival of humans. Enlil was dominant north of 12° north latitude while the other gods of the triad had greater control south of that. This part of the heavens was called the "way of Enlil." His sacred number was fifty so this may crop up periodically in Enlil-related matters. He was not generally regarded as being friendly to mankind and could be considered to be downright hostile, being central to the onset of the Great Flood.

Three stories relate to a great weakening of Enlil. One concerns the Tablets of Destiny, also known as the Tablets of Fate or the *tupsimati.* These were an important and powerful artifact entrusted to Enlil's guardianship and were believed to provide him much of his power. As such, they were coveted by the storm-bird Zu who is called a storm god in some sources and a bird-man in others. While Enlil was involved in personal hygiene, Zu made off with the Tablets. He was eventually apprehended and the Tablets wrested from him. Later Babylonian tales attribute the rescue to Marduk. While they were eventually returned to Enlil, it is quite apparent that they were key to his power. They could "fix the destiny" of anyone and could control the laws of the universe, an impressive feat by any standard.

A second story showing weakness in Enlil concerns his infatuation with the goddess Ninlil. He desired marriage, but his pursuit of her affections got out of hand. He raped her in a boat on a river and this so infuriated the other gods that they teamed up and banished him to the netherworld. Enlil eventually was released, but this shows, like the Tablets of Destiny story, that his power was not absolute despite his position at the top of the Sumerian pantheon.

A third tale is less directly linked to Enlil. One source indicated that a story describes how Naramsin destroyed Ekur in Nippur. This event resulted in the fall of all lands and only when it was restored was there recovery.

Enlil was not considered a positive deity. While he could have positive effects, he was also the cause of untold destruction and has been linked to the onset of the Great Flood. Enlil's power was truly great. Not only was he a wind deity, but he later also became an earth deity. Of all the entities in the Babylonian and Sumerian religions, only Enlil proved to be a national god. His temple of Ekur in the great city of Nippur was the center of his worship, but he was widely revered throughout Mesopotamia. No other deity could claim such widespread devotion. Others could only claim a patron city and limited worship beyond that.

Quetzalcoatl

Aztec

This is a complex god that is well known for having left Mexico with a promise to return. He is often portrayed as a feathered or plumed serpent and as an old man with a staff. The arrival of Cortes was initially interpreted by the Aztecs to mean that he was an incarnation of Quetzalcoatl. They were so convinced of this that they even contemplated sacrificing humans to the Spaniards since they must, of course, be greatly fatigued after their journey over the "great water." It wasn't too long before they realized the invaders were charlatans, but by that time, Cortes and his men had a foothold.

Quetzalcoatl does depart somewhat from the Ithaqua theme in one way. He is not considered a malevolent god. Not only was he believed to be instrumental in the creation of humanity, but when the Toltecs asked him whether or not he wanted human sacrifices, he refused them because he so greatly loved these people. However, the Quetzalcoatl story still falls in well in line with the Ithaqua motif (and there were human sacrifices to him in many areas). He was forced to depart his realm by three powerful sorcerers who took advantage of his age and infirmity. It is yet another example of a wind deity that fell from power.

The Quetzalcoatl Problem

Quetzalcóatl is an interesting case in the works of Cthulhu Mythos writers. In Zealia Bishop's "The Curse of Yig," Quetzalcóatl is equated with Yig. The reasons for this are unclear, but perhaps it is simply because Quetzalcóatl is sometimes symbolized by a plumed serpent. Brian Lumley's views are radically different. In "Born of the Winds," he states quite clearly that the Aztec god is Ithaqua and his reasoning is concrete and thorough.

In conducting research for this campaign, the author delved deeply into works on Quetzalcóatl, Kukulcán, Tlaloc, Chac, Ithaqua, and Yig. The first four are Mayan and Aztec deities while the last two belong to the Lovecraftian Mythos. In the author's opinion, Lumley was correct. Quetzalcóatl was not some serpent deity. He was a powerful wind deity who was at the top or near the top of his pantheon. The plumed serpent many seem to be caught up with is, according to some sources, *not* Quetzalcóatl. Rather, it is a serpent from which the god is emerging and in some depictions, his face can be seen within the mouth of the creature. As with many other wind deities around the world, he suffered a great loss of power. In his case, it was banishment from Mexico. Some might argue that it is the Aztec rain god Tlaloc that is Ithaqua, but this, too, is incorrect. Tlaloc shares no features with Ithaqua and is too positive a deity. Yes, Quetzalcóatl was also popular among the Aztec, but he shares many points with Ithaqua that no other Aztec deity does. Lumley's interpretation of Quetzalcóatl as Ithaqua makes much more sense than Bishop's Yig interpretation does, and is followed in this text.

In Mayan religion, Quetzalcoatl is interpreted as the god Kukulcan. He shares many of Quetzalcoatl's traits but could be considered more malevolent by Western standards. This is because human sacrifice to Kukulcan did occur. One hundred kilometers (sixty miles) west of Chichen Itza, Kukulcan was reputed to have created the city of Mayapan in which he lived with its lords for several years. This walled city contained a number of temples, the largest of which was devoted to and named after Kukulcan. Another feat attributed to this wind deity is the creation of a fine stone building just offshore in the Gulf of Mexico.

Unfortunately, there is insufficient space here to discuss the particulars of Quetzalcoatl and Kukulcan despite their obvious importance. It is quite apparent, however, that Quetzalcoatl had more than one aspect and while he is considered by some to be a serpent god, leading them to believe he is somehow a part of Yig, it is the wind god aspect that is dominant.

Sila

Inuit

Depending on where one goes, Sila may be a major deity or a secondary one. After all, the Inuit people are scattered all about the Arctic, from Siberia to Greenland. For the purposes of the campaign, it is assumed that Sila is considered a powerful and fearsome entity, at least in Alaska and Canada.

While the sources conflicted, Sila is apparently a malign deity commanding the winds and storms. Worship ranges from limited to nonexistent, but he (possibly she) is nevertheless greatly feared and is not ignored. People are known to take measures to placate this god which can otherwise cause great suffering, certainly an understandable concern considering that weather is one of the great killers in the Arctic. In the 1920s, not much is known about this obscure deity by Europeans or Americans. Even the Inuit are unlikely to be able to say much except that some families and clans leave their weak and/or old members behind as a form of sacrifice to please or appease this temperamental entity. The origins of Sila are shrouded in mystery. Legend says he was banished to the far north after losing a war with the shadowy Elder Gods (yes, one source specifically used the term "Elder Gods!") and now, much weakened, he walks the wastes pondering his predicament. In Canada, Sila controlled the weather, but in Alaska, Sila appears as Sklumyoa, the female Creator. She is the supreme deity of the Nunivak. Sources available to the author failed to indicate which form, Sklumyoa or Sila, was more prevalent. For the purposes of *Walker in the Wastes,* the Keeper should only use Sila since this deity fits in with the plotline much better. One interesting side note is that Sila, like Ithaqua and Tha-Thka, is known to possess great webbed feet.

Susa-no-wo

Japanese

Perhaps the best source of information (aside from interviewing experts) on this important Shinto deity is *Nihongi,* a centuries-old text originally written in Chinese and Japanese. By the 1930s, it had been translated into a number of other languages including English and German. One version translated by W. G. Aston was published in London in 1896 and may be found in many good city and university libraries in the English speaking world. The 1956 edition of this translation is in the bibliography and may be obtained by the Keeper for use as a visual aid.

The story of Susa-no-wo (also spelled Susa-no-o and Sosa no wo depending on the source) is as follows. This wind deity is a son of Izanagi and Izanami, sibling deities that were also married and produced an entire pantheon of gods and goddesses. Susa-no-wo ("The Impetuous Male") quickly earned a dark reputation. He possessed a very bad temper which often resulted in cruel and barbaric acts. A childish tantrum could result in widespread terrestrial devastation.

To his parents, this was unacceptable and they ultimately decided to banish their son to the Land of Yomi (Hades). Before his departure, he made a seemingly reasonable request. This was for him to visit his elder sister Ama-terasu, the Goddess of the Sun. She was suspicious of him and prepared for combat. The cunning wind god chose to adopt a penitent manner, confusing his sister and averting a violent confrontation. It wasn't long before his true nature showed itself. He ruined Ama-terasu's rice fields in heaven and killed some of her colts and even caused her to accidentally injure herself. The now-angered Sun Goddess placed herself into seclusion, plunging the world into darkness. It took a coordinated effort among the gods to coax her out of hiding, but for Susa-no-wo, his fate was sealed. He was chastized and banished to Yomi Land. It is this banishment as well as his notorious temper that places him squarely in line with deities that resemble Ithaqua.

Tha-thka

Hittites

Here is a case where one source called him simply Storm-god and another Tha-Thka. The author chooses the latter because many of the world's wind deities are called "The Wind" or "Storm God" or the like and to apply such a general term can be confusing.

Tha-thka was one of the great gods of Hittite religion. Like Sila and Ithaqua, one physical attribute of Tha-thka was great webbed feet. He had a son named Telipinu that was a lesser wind god and both have been the subject of an important story, "The God Who Disappeared."

This is a story that has been applied to a number of deities, but most commonly to Telipinu and Tha-Thka. Unfortunately, while it is widely encountered in various forms, translations are generally incomplete and many copies that have been uncovered are fragmented. What can be determined in the Telipinu version is that he departed due to a fit of rage. His exact fate is unknown, so whether or not he died or simply went into some sort of exile is open to conjecture. Moreover, it is unknown if this was imposed on him or was some sort of voluntary action though it seems the latter may be the truth.

A different version exists that applies to Tha-Thka, but it is fragmentary and the specific details are lost to history. However, from the point of view of this campaign, something very disturbing accompanies the myth: a ritual that is supposed to return Tha-Thka to the world. Obviously, the implications of this are great from the point of view of investigators who come across an expert who can provide them with a translation of the tablet bearing this story and the ritual.

Thor

Norse

This often-commercialized and misunderstood deity is one of the powerful members of Norse religion. He is a thunder and storm god, much along the lines of Tha-Thka and Zeus. In fact, though the source the author consulted did not specifically mention it, Thor shares many traits with Enlil.

One of Thor's main activities was to combat the frost giants, creatures that constantly threatened the gods. Armed with a hammer capable of launching devastating lightning bolts (or perhaps being a kind of lightning bolt in itself), Thor was a powerful giant-like god who travelled in a chariot pulled by two great goats. The hammer was considered key to Thor's power, much like the *tupsimati* (Tablets of Destiny) were to Enlil. While the hammer was not his only item of power (he also had a magical belt of strength and magical iron gauntlets), it was this great weapon that was of supreme value and importance.

Like Enlil and the *tupsimati,* Thor had his hammer stolen. In his case, it was taken by the giants and hidden deep in the earth, but was eventually recovered. While this renewed his power for a time, the gods in the long run were doomed and with the onset of the Ragnarok (a kind of extinction event for the Norse gods) Thor was slain in a great battle after slaying his greatest foe. The obvious similarities between this story and the Enlil legend places Thor easily in the circle of stories that can be tied to Ithaqua.

Vayu

Ancient Persians

Also known as Vata, this god of the wind is one of the top Persian deities and though he doesn't fit the Ithaqua pattern as well as the other entities described here, he nevertheless possesses some of the appropriate traits. In ancient times he apparently had two sides, one good and one evil. The good Vayu guided the souls of those who were good to the appropriate heavenly reward while the evil and demonic Vayu was thoroughly harmful to souls of the deceased.

While originally he was a wind god, he eventually became the space between the Kingdom of Light and the Kingdom of Darkness in which the perpetual conflict between good and evil takes place. It could also be interpreted that as the wind, he could travel through all areas, be it the region "above in light" or the region "below in darkness." As ruler of the Void between the two, Vayu was a kind of neutral player in Persian religion who received sacrifices from both the creator (Ahura Mazda) and the devil (Angra Mainyu). Vayu also went through a kind of transformation. What exactly this means has not yet been determined by scholars, but it could be argued that it is a sort of banishment or punishment. Of course, what would have caused this is not clear. Since studies of Vayu are more of a modern phenomena, any information on him available to the investigators in 1930 or so should be vague.

Xeio

Haida

The Haida tribe has a short tale concerning the enslavement of Xeio (the Wind) by Raven, the creator of the world. Raven had difficulty reaching Xeio, but once they met, they fought and Raven was victorious. The reasons for the battle are not given in the tale. A transcript of this tale is provided in the next section ("How Wind Became A Slave") and it may serve as a player aid. Unfortunately, the author was able to dig up nothing more on this god.

Xeio is not the only wind deity of the Native American peoples that is worthy of mention. The Chilcotin have a story telling of when the wind blew furiously all the time until a chief ordered his son to capture it. The boy succeeded in snaring it and found the wind itself was a small boy. In return for his freedom, the wind agreed to not blow as furiously anymore. While neither of these tales are anywhere as near as disturbing as the Sila legend, they do reveal a theme common among Native Americans and help support Bridgeman's case in *Obscure Deities of the World.* A transcript of this story ("Capture of Wind") is also provided in the next section for the Keeper's use.

Legends & Folklore

The following are several traditional stories and tales relevant to *Walker in the Wastes*. Each is copied verbatim from the source, which is cited from the bibliography at the end of this section. A theme is common among these: each has an interpretation of a wind god or entity representing or controlling wind or weather. Each also has this creature being captured or enslaved and having some sort of permanent reduction in its power. The Keeper should feel free to use these as additional player aids if he or she so chooses—a particularly good idea is to get the original books from the library and use them in the game.

Capture of Wind

Chilcotin Indians

A long time ago there was a chief who had many sons. In those days Wind used to blow furiously all the time, and the chief told one of his sons to capture Wind. The son made a snare and placed it in a tree. Then next morning, when he went to that tree, he found in the snare a small boy with a fat body and streaming hair. Now that boy was Wind. The chief's son kept him for some time, then he let him go free when Wind promised he would not blow so hard. Only once in a while could he blow hard, said the chief's son, and Wind agreed. So now he is free, and he does not blow nearly so hard as he used to. (Judson, page 98.)

How Wind Became A Slave

Haida Indians

Raven wanted to go to a rock from which Wind was always blowing. He intended to kill Xeio, Wind. Raven tried to make canoes of hemlock, of spruce, of fir, but they would not carry him to the rock. Then Raven called upon the birds to carry him there. He called upon Bluejay, upon Robin, upon Woodpecker, and upon all the birds. But they could not carry Raven to the rock. Then Raven took wood of a maple tree and made a canoe. The maple-wood canoe carried him to the rock. Then Raven fought Wind and conquered him. Thus Wind became his slave. (Judson, page 99.)

The Bag of Winds

Thompson Indians

Long ago the Wind did much damage, blowing violently over the country of the Indian. Moreover, it often killed many people and destroyed much property. At that time there was a man who lived near Spences Bridge, and who had three sons. The youngest was very ambitious, and fond of trying to do wonderful things. One day he said to his father and brothers, "I will snare the Wind"; but they laughed at him, saying, "How can you do that? The Wind is unseen." However, he went out and set a snare. He did not succeed for several nights, as his noose was too large. He made it smaller every night, and, on visiting his snare one morning, found he had caught the Wind. After great difficulty, he succeeded at last in getting it into his blanket, and made for home with it, where he put it down. He told his people that he had at last captured the Wind. They laughed at him. Then, to verify his statements, he opened one corner of the blanket, and immediately it began to blow fiercely, and the lodge itself was almost blown over. The people cried to him to stay the force of the Wind, which he did by tying up the corner of the blanket. At last he released the Wind on the condition that he would never blow strongly enough to hurt people in the Indian country again, which promise he has kept. (Thompson, pages 47 through 48.)

The Bird Whose Wings Made the Wind

Micmac Indians

An Indian family resided on the sea-shore. They had two sons, the oldest of whom was married and had a family of small children. They lived principally by fishing, and their favorite food was eels.

Now it came to pass at a certain time that the weather was so stormy they could not fish. The wind blew fiercely night and day, and they were greatly reduced by hunger. Finally the old father told his boys to walk along the shore, and perhaps they might find a fish that had floated ashore, as sometimes happened. So one of the young men started off to try his luck in this line; when he reached a point where the wind blew so fiercely that he could hardly stand against it, he saw the cause of all the trouble. At the end of the point there was a ledge of rocks, called Rocky Point, extending far out; at low water the rocks were separated from one

another by the shallow water, but were nearly all covered when the tide was in. On the farthest rock a large bird, the storm-king, was standing, flapping his wings and causing all the trouble by the wind he raised. The Indian planned to outwit him. He called to the big bird, and addressing him as "my grandfather," said, "Are you cold?" He answered, "No." The man replied, "You are cold; let me carry you ashore on my back." "Do so," was the answer. So the man waded over to the rock on which the bird was sitting, took him on his back, and carefully carried him from rock to rock, wading over the intervening spaces of shoal water. In going down the last rock, he stumbled on purpose, but pretended that it was an accident; and the poor old bird fell and broke one of his wings. The man seemed very sorry, and immediately proceeded to set the bone and bind up the wing. He then directed the old fellow to keep quiet and not move his wings until the wounded one healed. He now inquired if it pained him much, and was told that it did not. "Remain there and I will visit you again soon, and bring you some food." He now returned home, and found that the wind had all died away; there was a dead calm, so that before long they were supplied with a great abundance of food, as the eels were plenty and easily taken. But there can be too much even of a good thing. Calm weather continued for a succession of days, causing the salt water to be covered with a sort of scum. The Indians say that it is the result of sickness and vomiting among the larger fish; this scum prevents the fishermen from seeing into the water, and consequently is adverse to eel-spearing. This took place on the occasion referred to, and so they sought for a remedy. The big bird was visited and his wing examined. It was sufficiently recovered to admit of motion, and he was told to keep both his wings going, but that the motion must be steady and gentle. This produced the desired effect.

(Thompson, pages 48 through 49.)

Excerpt from Nihongi

Japan

Their next child was Sosa no wo no Mikoto.

Called in one writing Kami Sosa no wo no Mikoto or Haya Sosa no wo no Mikoto.

This God had a fierce temper and was given to cruel acts. Moreover he made a practice of continually weeping and wailing. So he brought many of the people of the land to an untimely end. Again he caused green mountains to become withered. Therefore the two Gods, his parents, addressed Sosa no wo no Mikoto, saying:—"Thou art exceedingly wicked, and it is not meet that thou shouldst reign over the world. Certainly thou must depart far away to the Nether Land." So they at length expelled him.

(Aston, pages 19 through 20.)

Bibliography

Aston, W. G., tr. *Nihongi.* London: George Allen & Unwin Ltd., 1956 (originally published in 1896).

Judson, Katharine Berry. *Myths And Legends Of British North America.* Chicago: A. C. McClurg & Co., 1917.

Thompson, Stith, ed. *Tales of the North American Indians.* Bloomington, Indiana: Indiana University Press, 1966 (originally published in 1929).

The Inuit

In conducting research for *The Dead Of Winter*, a number of curious things were uncovered concerning the native peoples of the Northwest Territories, the Inuit. When European and American searchers arrived in the area years after the disappearances of the British exploratory vessels *Erebus* and *Terror*, one of the most valuable sources of information were the Inuit since most records left by the expedition were lost or destroyed. Expedition after expedition contacted the Inuit over the next several decades. Unfortunately, there were problems communicating with them. First, the Inuit sense of time was completely untrustworthy. When an Inuit was asked how long ago men were seen coming across the ice with sledges, he might respond by saying six months ago. In reality, the event he is describing may have occurred thirty years ago. It isn't that he is lying; rather, they often don't understand or relate to our rigorous structuring of time. In a land where the sky looks the same for weeks on end, how could they? The investigators will certainly encounter this problem.

Another problem in communications is the likelihood that the Inuit will say what they think the questioner wants to hear. In other words, if an Inuit were asked if any Europeans had lived with them for a period of time, his answer would likely depend on whether or not he thought the questioner wanted to hear the answer "yes" or "no." Bribery will do nothing to avert this and may even aggravate the problem. Again, it is not that the Inuit are maliciously and intentionally trying to lead the investigators astray; they are just being over-cooperative.

Remember that many of the questions that investigators ask may involve information which the Inuit have only second- or third-hand knowledge of as many events of interest in the campaign occurred in the distant past. As with any culture, stories get modified and expanded as they are passed from person to person and generation to generation. This will not help the investigators. Neither is the language barrier which is difficult to overcome, even through the use of an interpreter.

As if poor communication isn't bad enough, the Inuit in this area are known to help themselves to any unattended items which may be of use or value. As a result, expeditions know to lock buildings behind them and never leave sleds or equipment unattended for any length of time. Stealing is not considered a big deal among the Inuit (after all, if something is left unattended, obviously its owner assigns little value to it), but as long as someone is nearby watching the gear, it is very unlikely to be stolen.

Finally, the term "Inuit" is used throughout this campaign rather than the term "Eskimo" which is insulting to some people. "Eskimo" appears to be Algonquin Indian for "raw-meat eater" and was first applied to the Inuit by early French explorers. "Inuit" means "men" and is the appropriate term to call the natives which are still commonly called "Eskimos." However, in the 1920s/1930s, the term "Eskimo" was commonly used and thus it is not inappropriate to use it during the actual role-playing of the campaign.

Inuit Life

Traditional Inuit life is a very precise manner of existence. Harmony with nature is vital and waste and disrespect for one's surroundings is considered unacceptable. It is not just that an individual's conduct could affect his or her standing in the community. The Inuit's belief is that spirits inhabiting the world could be beneficial or debilitating depending on an individual's or group's relationship with them.

Perhaps the best example is the way hunting is carried out. Weapons are crafted with care and quality is considered important. The reason is that it is a sign of respect for the animals that are to be slain. When game is brought down, the hunter is supposed to treat it in a precise manner, all with respect for the creature in mind. The hope is that the animal's spirit would be pleased by this and would allow itself to be killed again after it is reincarnated.

Exceptional hunters are those who possess the ability to earn the respect of their quarry, who will then allow the hunter to kill them. Of course, during the campaign, not all Inuit will conform to these standards. Some will have strayed away from them and adopted some of the traditions of the European and North American settlers.

Inuit Mysticism

The Inuit have a rich and varied culture which is the source of numerous legends, rituals, and so on. Rather than become a study of Inuit culture and religion, a short description/explanation will be given for the relevant elements. For those who wish to learn more about the Inuit, the Arctic, and the Franklin Expedition, see the bibliography provided at the end of this volume.

Inuit Magic

Inuit shamans are known to practice ritualistic magic which can be used to affect other people, the environment, and almost anything else. Rituals are characterized by the speaking of complex magical formulae and the use of usually-common materials such as hide, flesh, fur, grass, and clay. The spells given in this section are purely the interpretation of the author and are based on research into Inuit magic. Others may have radically different opinions.

In general, Inuit spells and rituals require at least a working knowledge of the Inuit language (40%) which is fairly consistent throughout all parts of the Arctic. Most spells require the caster to spend at least ten minutes intoning complex magical formulae and this assumes all the required materials are present. In all spells, a successful Speak Inuit roll must be made for the spell to work, in addition to whatever rolls each spell calls for. What follows are examples of Inuit spells available in this scenario.

RITUAL OF VENGEANCE: The spellcaster must obtain an item belonging to an enemy and take it to a human grave. The grave is then dug up and the item is placed with the remains while the caster speaks a magic formula which includes the name of his/her enemy. This is designed to delude the ghost of the corpse into believing the victim is the one who violated the grave and thus will take revenge on the wrong person. This necromantic spell costs the caster 1D4 SAN and five magic points. The exact form the ghost takes and how much impact it has is up to the Keeper.

A variant of this spell is for the caster to take body parts from the grave and bring them into contact with the victim while speaking the aforementioned magic formula. This will cost the caster 1D6 SAN and six magic points, but will enrage the ghost more and will likely give it more power and motivation to take action.

The caster must make a POWx5 roll during the casting of either version of this spell. If it is missed, it does not work and the ghost is not aware of the violation. If this roll is fumbled, the ghost is not misdirected and comes after the spellcaster. In this case it is enraged not only because of the violation, but because it knows the caster was attempting to use it as a pawn for evil purposes. The caster must succeed in a Luck roll at this point to realize the ghost was not misdirected.

RITUAL OF REVENGE: This is similar to the above Ritual of Vengeance except the ghost or spirit of an animal is used against the victim. Many versions exist and all are dependant upon the type of hunt and prey involved. A piece of sealskin placed in a person's path while speaking the magic words or placing dog hairs in a person's bootsoles and kayak are two examples of being able to enrage and misdirect an animal's spirit so it will take revenge on the victim. Such rituals cause no SAN loss (optionally 1D2), but do require the caster to expend four magic points. What power an animal's ghost may possess and what actions it takes are entirely up to the Keeper. As a general guideline, they will use subtle means of revenge such as causing accidents rather than using personal attacks. Optionally, a spirit could reduce the victim's Luck roll by perhaps ten percent for a year or so, thus having an impact on his/her life on a daily basis.

RITUAL OF THE HUNT: This simple ritual is intended to spoil the victim's luck at hunting. There are two variations of this ritual. One is to take a part of the hunter's catch, perhaps as little as a bit of skin or a piece of meat, and place it in a human grave while speaking the appropriate magic words. The other is to smear part of a human corpse on the hunter's weapons, again while speaking the magic words. In either case, the caster expends three magic points and one point of SAN and the victim can no longer effectively hunt. This is because animals will avoid the hunter since they can tolerate nothing connected with death.

Other Native Americans

In *Walker in the Wastes,* non-Inuit natives may be encountered and can have a great impact on the campaign. Numerous tribes can be found in Alaska and British Columbia and two are highlighted here.

The Haida were once a powerful tribe of greatly feared warriors that occupied the Queen Charlotte Islands and part of the Alexander Archipelago. They fished and hunted and were very active traders, being the greatest slavers in the region. Slaves were generally war prisoners and were used by many tribes for heavy work. With the arrival of Europeans came problems for the Haida. Before the American Civil War, there were as many as eight thousand, but a smallpox epidemic in the late 19th century decimated the tribe. In 1901, there were only nine hundred or so Haida and by 1915, this had dropped to 588. After World War I, they gradually recovered, but such devastation could not help but have a drastic effect on them. Few now speak the language which is divided into two dialects, Northern and Southern. The language itself is fascinating since it is unrelated to any known language. During the period covered by this campaign, the Haida have consolidated into two major communities in the Queen Charlotte Islands. One non-player character belonging to the Barrow expedition is a member of this tribe and can prove to be a very useful ally, possessing language and outdoor skills the investigators may not have.

The Tlingit tribe is a much larger group in southern Alaska. Their population has consistently been in the tens of thousands and the tribe is broken into several separate sub-groups. Their origins are evidently from the interior though now they are a coastal people. Like many of the other Native Americans in the region, they were great fishermen as well as hunters of land animals. They traded with their neighbors and received and used slaves from the Haida. With the arrival of Americans, this practice faded away. Unlike the Haida, the Tlingit population remained stable and even grew in the late 1920s and early 1930s. Thousands could be found scattered throughout southern Alaska.

Like the Inuit, the Tlingit have a rich culture which is demonstrated well by their mysticism and magic. It is similar in some ways to its Inuit counterpart, possessing shamans that commune with helping spirits and have control over supernatural forces. Tlingits believed each species had its own spirits and each person had his or her own spirit that tries to protect and guide its ward. Spirits populated all aspects of nature, be it flora and fauna or the air, the earth, and the water. While good spirits were generally considered harmless and often ignored, evil spirits were greatly feared and became the recipients of gifts and observances. Human sacrifice was not unknown with the most notable cases being the killing of a slave near a glacier (greatly feared by the Tlingit) and tossing the body or its scalp into its path.

To deal with the multitude of spirits romping throughout the world were shamans. Most were male with female shamans generally being beyond child-bearing age. Shamans provided a number of "services" to their respective villages. They treated the sick, but not in the physical manner. Rather, they would drive away spirits which caused sickness, but only if the family provided suitable payment in goods. The shaman could also be an important advisor to the chief and in times of war, he would go into a trance and send his helping spirit(s) into the enemy camp to learn their strength and plans. Many other services could be performed including finding lost items, unmasking a thief, and revealing a witch. The latter were considered a great threat by shamans and anyone accused of being a witch was in great danger of being slain. A shaman used all sorts of materials to assist their magic including amulets, rattles, wands, and live animals such as mice.

Since the investigators may choose to consult Tlingit or Haida shamans rather than Inuit shamans, the Keeper must be prepared for this possibility. Tlingit shamans are likely to use trances and seances to summon the help of spirits. Spirits can provide information, cure ills, protect the shaman, and in an extreme case, a spirit may be forced into a victim, causing unconsciousness for an extended period. The specifics are left up to the Keeper, but what follows are several spells which can serve as a guideline. Note that these are only the interpretation of the author and some may have differing opinions. None of these cause any SAN loss though the Keeper may opt for some.

EVALUATE: A commonly used spell, this allows the shaman to analyze the power of the spirits surrounding and protecting a person or locale. This enables the shaman to determine whether or not his/her spirits are powerful enough to overcome the opposing spirits. It takes five minutes to cast and costs one magic point, or two if the opposing spirits are superior to the shaman's.

POSSESSION: This is an offensive spell used against those who do not believe in the power of the shaman. It takes three rounds to cast during which time the shaman summons an evil spirit and directs it to enter the victim and possess him. The victim is allowed a resistance roll versus the POW of the spirit (which has POW equal to that of the caster). If the spirit successfully possesses the victim, he or she falls unconscious and remains in that condition for hours or even days (perhaps 1D4 hours per POW point of the spirit). No permanent damage is done, but the victim is extremely vulnerable during that time. The spell costs the caster four magic points. Those who believe in the shaman's power are immune, but the Keeper may allow a variation of this spell which will force spirits to possess any victim or cause illness.

OVERWHELM: This allows the shaman to push past or even exorcise spirits defending an area (most likely under the control of another shaman). It takes five minutes to cast and requires the sacrifice of six magic points. The POW of the shaman's spirits are equal to his POW and are compared to the POW of the opposing spirits. The conflict is resolved on the resistance table. If the caster is successful, he/she may be able to follow up with other spells while his/her opponent is weakened. Overwhelm is one way to rid spirits from an ailing person, thus effecting a cure.

SPYING TRANCE: This begins with the shaman entering a trance during the nighttime hours. For an hour he/she remains in this state while the helping spirit travels out to view a target such as an enemy camp. At the end of the hour, the shaman recovers and can provide information based on what was seen by the spirit. The spell costs six magic points.

REVEAL THIEF: Many possibilities exist with this spell. The primary version requires only that the shaman have a live mouse. He/she imbues the mouse with a helping spirit and then releases the creature. It will then run to the dwelling of the person responsible for stealing the item the shaman is seeking. The mouse was viewed by the Tlingit as being the tool of witches and as being a thief, so it is an ideal component for this spell. With a different component, the shaman may use this spell to seek other things such as lost items or witches. It costs the shaman four magic points and takes only a few minutes to cast though the travel time of the mouse may cause this to be a lengthy enchantment.

SOUL-STEAL: This horrid spell allows the caster to tear the soul from the victim. It requires a Soul Stick (detailed later) which appears to be a wooden stick with a ball on a line attached to one end. The caster, most likely an Inuit shaman, goes into a trance and spins the ball in a circular motion while chanting violent commands to his helping spirit.

The caster must now win a magic-point-versus-magic-point contest with the victim on the Resistance Table. If he/she wins, the helping spirit then must beat the victim in a POW versus POW contest on the Resistance Table (the Keeper must determine what form the spirit is and how much POW it has). If the spirit does, the victim loses 1D20 POW and if his/her POW drops to zero or less, death occurs as his/her soul is ripped away. If the victim's POW is still above zero, he/she immediately begins suffering from severe paralysis, insanity, or even disease. If less than five points of POW were lost, the effects are only momentary, but are no less excruciating.

If the victim wins the contest with the spirit, it is defeated and will leave, not to return for at least one full day. If the victim wins the initial contest with the shaman, the shaman is possessed by his/her own helping spirit. At this point, the angry spirit, which has inadvertently entered the wrong body, will punish the shaman by breaking the precious Soul Stick and then will likely influence or extort the shaman's associates to attack the intended victim. However, if the victim remains calm and takes no action, the spirit will lose control and leave the body of its "master" before his colleagues can work themselves up to assaulting the victim.

This spell costs the caster fourteen magic points and 1D8 SAN. If the caster is possessed, the total SAN loss is 1D8+1D6. If the caster does not have the ability to replace his/her prized Soul Stick, he/she may (optionally) lose another 1D3 SAN if it is destroyed during this fiasco. For this spell to work, the victim must be within sight of the caster, preferably within one hundred yards.

Amulets & Items

Some Inuit magic is based on amulets. Most commonly males will be the bearers of the amulets, but it is certainly not a right exclusive to them. They are made of usually-common materials such as clay, grass, and hide, but components obtained from animals must usually be from creatures that died naturally, not at the hands of a human. What follows are three sample amulets.

AMULET OF PEACE: The Amulet of Peace is prepared by first obtaining a piece of the hide of the animal to be affected. Next, the hide is placed in a small clay jar or urn with dried grass. The container, which is generally smaller than a chicken egg and is made especially for this spell, is then sealed and placed on a leather thong. The caster then speaks a magical formula which completes the spell and empowers the amulet. The effect is to force the departure of a spirit or ghost lest it turn violent (a suitable counter to the rituals of Revenge or Vengeance). This spell costs the caster three magic points and no SAN.

AMULET OF THE FRIEND: This amulet is created in the same fashion as the Amulet of Peace except a different magical formula is spoken. Its effect is to make the spirit of an animal a friend and helper to the caster (thus giving him/her a "helping spirit."). It costs five magic points and no SAN when cast. Helping spirits have many uses including the ability to answer some mystical questions and assist with certain spells. The caster must generally go into a trance in order to commune with his/her spirit friend though in some rare and unusual situations, this may not be necessary. However, this usually involves the spirit attempting to contact the caster and most likely occurs only in crisis situations (i.e. Ithaqua is crouched beyond the next treeline and the spirit wants to warn the shaman before it is too late).

AMULET OF SPIRITUAL AID: A variant of the Amulet of the Friend, this can be found in many forms. It contains a piece of hide or bone from a naturally-deceased animal. Depending on what animal it is from, the wearer can take on the characteristics of that animal. If parents want their son to become a great hunter, they will incorporate a hawk's feather or perhaps even sew its head or talon to the boy's clothes. This is because the hawk is the surest of hunters. Similarly, to acquire the cunning of a fox, the amulet must contain a piece of fox hide or a piece of the creature's skull must be sewn to the subject's clothing. The creation of such an amulet requires the expenditure of three magic points and no SAN. Even dogs may have amulets and it is not unheard of for a hunter to provide his hunting dog with an amulet containing a strip of bear hide. The effect of any amulet is marginal at best, perhaps adding 5% or so to a skill such as Sneak or Fishing, but in the harsh and unforgiving Arctic, this can be the difference between life and death.

SOUL STICK: This useful item is essentially a carved, wooden stick approximately a half-inch in diameter and one foot in length with a line attached to one end of it. At the end of the line is a carved wooden ball. Once it is made, to give it power the caster must know the proper rare magical formula which must be spoken after the blood or other bodily fluid of the caster's helping spirit is rubbed into the wood. The caster then loses one point of POW, fifteen magic points, and 1D3 SAN.

This stick serves as the material component in a number of spells and rituals and allows the caster, where appropriate, to have a ten percent bonus in the casting of any Inuit spell not requiring the stick. The ritual is rare and many shamans who possess Soul Sticks have no way of replacing them once they are destroyed or lost. While each stick is supposed to be individual and tuned to an individual spirit and caster, rituals exist which allow them to be passed on to others. For example, if the son and heir of a shaman

were to obtain his father's Soul Stick after his death, creating an Amulet of the Friend to gain his father's spirit helper is certainly possible as long as a piece of the hide exists (or the former stick owner had such an amulet) for use in the spell.

Constructs

Representing one of the more frightening aspects of Inuit magic, some shamans possess rituals allowing them to create living creatures from snow or other materials. A typical example of this is creating a "snow polar bear" by taking the teeth of a dead polar bear and placing them in the mouth of a polar bear the caster has sculpted out of snow. Speaking the appropriate magical ritual then allows the bear to be animated and serve its creator. The general use for such a creature is to have it cause accidents, disease, or even death for the enemies of the caster. This spell costs the caster 1D4 SAN and ten magic points. The snow creature can last only so long as the temperature remains below freezing. The statistics on snow constructs, what the Inuit call *tupilat* (singular form is *tupilak*) which means "harmful beings," are below.

Tupilak Bear

STR	3D6+10	CON	3D6+10
DEX	3D6	POW	2D6+6
INT	2D6	SIZ	3D6+10

Attacks: Massive Paw Attack 35%, 1D6+db damage; Huge Trample Attack 40%, 2D6+db damage
Armor: none, but all physical attacks do minimum damage
Special: If a *tupilak* is killed, the slayer must make a Luck roll. If it is failed, the spirit in the *tupilak* was of superior power and is dangerous to kill. The slayer must make a CON resistance roll versus a poison potency equal to the POW of the spirit involved. If the resistance roll is failed, the victim suffers from a permanent, crippling paralysis and loses 75% of his/her STR.
Spells: none
SAN loss: 0/1D4

Other forms of snow *tupilat* exist, but the bear form is the most common and probably most effective. Especially powerful *tupilat* exist which have the ability to change form and size, thus making them even more effective and dangerous. How these are handled are left up to individual Keepers, but it should be remembered that direct assaults by these creations are unlikely though not unheard of.

In addition, rituals exist in some areas which allow *tupilat* to be created out of alternative materials such as caribou antlers, turf, and clots of blood. Such creatures could last all year though they may still be subject to the negative effects of heavy rainfall or other harsh weather.

In a few areas, *tupilat* rituals can be found which permit these constructs to be created from animal parts. SAN loss for creating this version is 1D6. The advantage to this is it is the most durable of all types, but still suffers from the effects of decomposition.

The statistics for these other two types of *tupilat* are essentially the same as for the snow version, but the attack types may vary somewhat (antler attacks, bash attacks, etc.).

Most *tupilat*, if not all, are evil spirits and the creation of one is generally not motivated by positive reasons. Not only can a *tupilak* ruin the life of an enemy of its creator, but it can affect an entire region by driving off the game. A *tupilak* cannot come into being by itself; it must be created by a shaman using the appropriate spell.

The more powerful the creature was in life, the more powerful it will be as a *tupilak*. This is the main reason one sees more in the form of a polar bear since a *tupilak* lemming is not a very fearsome foe (though still possibly effective as a spy or saboteur). The most powerful *tupilak* which may possibly be encountered in the entire campaign is one created from the dead Gnoph-Keh.

Some legends say that *tupilat*, once their job is done or once their creators perish, eventually migrate to an unknown afterlife region in the far polar north.

RESOURCES

The Arctic

The Arctic during the months in which the investigators will spend the bulk of their time is not a pleasant place to be. In the prologue, the expedition is located well above the Arctic Circle and in Chapter Six, the group is likely to go to the North Pole at perhaps the worst time, on the winter solstice. In the Arctic in general, summer temperatures average around fifty degrees Fahrenheit while in the winter, people can expect to endure twenty degree below zero temperatures on a daily basis (this does not include the wind chill factor). While in the summer the ice in the ocean is broken up and generally navigable, in the winter the ocean freezes and by the spring the ice can easily be ten feet thick. At the North Pole, where the winter average temperature is thirty degrees below zero, the sun never rises for ninety days before or ninety days after December 21 (the shortest day of the year). The reverse is true for the same period of time around June 21. Near the Arctic Circle itself, the sun will not be seen for a day or two, but before and after this, the days are very short. The result of this is that during most of the time the investigators are likely to spend in the Arctic, they will not have the benefit of sunlight for much or any of the day. They live in a world of constant twilight, a major obstacle to overcome.

Flora and Fauna

The Arctic north of the tree line is characterized by low, swampy plains containing mosses, lichens, low shrubs, and grasses. Little in the way of substantial cover can be found. Despite this, the region supports a large amount of life. In the summer months, caribou herds roam the region. Other common life forms include musk oxen, bears, foxes, hares, squirrels, lemmings, squaw ducks, eider ducks, and willow ptarmigans. Polar bears can be a great threat, especially to those who are untrained and/or poorly equipped or prepared. Inuit live off not only these animals, but also off seals, fish, and other products of the ocean.

Travel

The experience of prior Arctic and Antarctic explorers had proven by the late 1920s that the most efficient and reliable form of transportation was the sledge drawn by a well-trained and healthy dog team. Sledges used varied in size and design, but the one most likely used by the investigators is the long, low Canadian sledge known as the *komatik*. Designed for use on rough tundra and sea ice, it could carry heavy loads over great distances. An additional advantage possessed by sledges is the ease in which they can be repaired.

Siberian or Greenland huskies are most commonly used as propulsion and the former is the larger of the two breeds. They weigh between sixty and one hundred pounds and can each pull an average of 120 lbs. twenty to thirty miles per day. Except in the most extreme of conditions (generally only in the Antarctic), they have no need for shelter. Rather, they curl up in a ball and permit snow to drift over them, covering them completely. Most notably, a good lead dog can give warning of a crevasse ahead.

While Siberian ponies have been used in some areas, none are available to the investigators unless they go out of their way to obtain some. In general, ponies require more care and suffer more from inclement weather than do huskies.

When necessary, a person can haul up to two hundred and fifty pounds on a sledge, but at the cost of becoming severely exhausted very quickly. Motor vehicles previously used on polar expeditions had a very poor track record for performance despite attempts to design vehicles resistant to the environment. For this reason, none are available to the investigators unless they go out of their way to obtain some.

Equipment

For the most part, the investigators should easily be well prepared for life in the Arctic. Most of the equipment is designed to withstand extreme lows in temperature and still work at peak (or close to peak) performance. Much of the clothing the investigators will use, for example, is of Inuit design and some is of Inuit manufacture. The sled dogs are bred to survive in the cold and, with proper care, will have no problem surviving.

Machinery is a different matter, however. Generators, radios, and other devices are susceptible to the cold and must be constantly watched and maintained. Anything with moving parts is susceptible to malfunction in the cold. Perhaps the most susceptible are firearms. In the winter months, all firearms have a chance of failing to work

dependent upon what type is used. Semi-automatic and automatic weapons each have a 15% chance per day of exposure outside of shelter of freezing up and becoming inoperable. Pump-action and lever-action weapons each have a 10% chance per day, revolvers and bolt-action rifles have a 5% chance per day, and break-open single and multi-barrel weapons (such as double-barrel shotguns and Derringers) have a 2% chance per day. These malfunction percentages are halved if the weapon is regularly cared for and maintained. A firearm that has frozen requires a fairly major effort at cleaning in a relatively warm environment (such as an igloo or base camp) which is likely to take a few hours. As a final note, Dr. Decker's Mosin-Nagant rifle in the Prologue is well-suited to the environment and has only a 2% chance of freezing up per day (not including the bonus for actively maintaining it).

Injuries

The following are common cold weather injuries that may plague unlucky or careless expedition members.

IMMERSION FOOT: This is caused by immersion in cold water usually in excess of twelve hours at temperatures below fifty degrees Fahrenheit. Symptoms include aching and stinging pain and shrivelled and soft skin.

TRENCH FOOT: This is caused by exposure to wetness and cold between freezing and fifty degrees, lasting hours to several days. Symptoms include aching and tingling of feet, stinging, and gradual numbing. The skin is soft, red, and paling.

FROSTBITE: This is caused by exposure to cold at temperatures of freezing or below, for minutes to several hours. Symptoms include aching, tingling, and stinging, followed by numbing and a sense of comfort. The skin is initially red, turning to a waxy white. Frostbite may be deep or superficial, and is most likely to affect the face and other exposed areas. While it may go unnoticed, returning to a warm place will produce symptoms (burning, tingling, numbness, skin mottling, and grayish skin color). Deep frostbite generally occurs in the extremities. In this case, the skin turns white then turns purplish-blue when thawed. This produces pain, skin blisters, and gangrene. Treatment for gangrene requires the immediate surgical excision of the affected area(s) which generally means amputation.

HYPOTHERMIA: This is the general loss of body heat which frequently develops with fatigue and overexposure to cold and leads to a loss of consciousness and finally death. Symptoms include uncontrollable shivering, dizziness, and drowsiness and the victim is easily overtaken by exhaustion. There are four distinct levels of hypothermia each with its own symptoms.

Mild Hypothermia: Body temperature drops to 95° to 98° F (35° to 36.6°C) and is characterized by shivering and loss of muscle coordination.

Moderate Hypothermia: Body temperature drops to 89.6° to 95° F (32° to 35° C) and is characterized by severe shivering, slurred speech, and amnesia.

Marked Hypothermia: Body temperature drops to 82.4° to 89.6° F (28° to 32° C) and is characterized by muscle rigidity, peripheral cyanosis, and, with improper rewarming, signs of shock.

Severe Hypothermia: Body temperature drops to 77° to 82.4° F (25° to 28° C) and is characterized by loss of deep tendon reflexes and ventricular fibrulation. The victim of severe hypothermia may appear deceased, lacking pulse, heart sounds, or deep tendon reflexes. Pupils may dilate and the body may appear to be in rigor mortis. Death due to cardiopulmonary arrest occurs if the body temperature drops below 77° F (25° C).

Wind Chill

Cooling Power of Wind on Exposed Flesh Expressed as an Equivalent Temperature (under calm conditions).

Estimated Wind Speed (in mph)	Actual Thermometer Reading (degrees Fahrenheit)											
	50°	40°	30°	20°	10°	0°	-10°	-20°	-30°	-40°	-50°	-60°
Calm	50°	40°	30°	20°	10°	0°	-10°	-20°	*-30°*	*-40°*	*-50°*	*-60°*
5	48°	37°	27°	16°	6°	-5°	-15°	*-26°*	*-36°*	*-47°*	*-57°*	*-68°*
10	40°	28°	16°	4°	-9°	-24°	*-33°*	*-46°*	*-56°*	*-70°*	**-83°**	**-96°**
15	36°	22°	9°	-5°	-18°	*-32°*	*-45°*	*-58°*	*-72°*	**-85°**	**-99°**	**-112°**
20	32°	18°	4°	-10°	*-25°*	*-39°*	*-53°*	*-67°*	**-82°**	**-94°**	**-110°**	**-124°**
25	30°	16°	0°	-15°	*-29°*	*-44°*	*-59°*	**-74°**	**-88°**	**-104°**	**-113°**	**-133°**
30	28°	13°	-2°	-18°	*-33°*	*-48°*	*-63°*	**-79°**	**-94°**	**-109°**	**-125°**	**-140°**
35	27°	11°	-4°	-21°	*-35°*	*-51°*	*-67°*	**-82°**	**-98°**	**-113°**	**-129°**	**-145°**
40	26°	10°	-6°	-21°	*-37°*	*-53°*	*-69°*	**-85°**	**-100°**	**-116°**	**-132°**	**-148°**

Unhighlighted temperatures indicate there is little danger as long as skin is kept dry and exposure is less than five hours. *Italicized* temperatures are at the "danger level" where freezing of exposed flesh can occur within one minute. Temperatures in **bold** type are at the "great danger level" where flesh may freeze within thirty seconds. Note that Trench Foot and Immersion Foot can occur at any point on this table.

RESOURCES

Airships

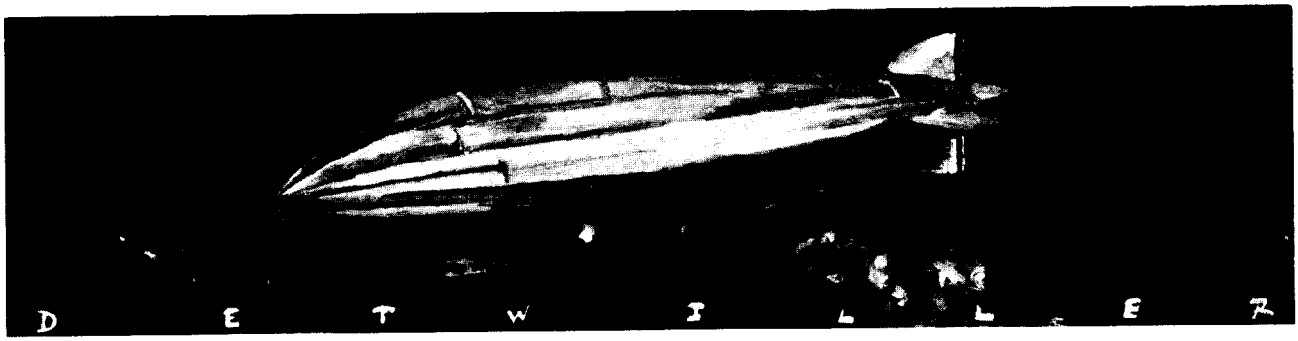
Airships come in three main types: non-rigid, semi-rigid, and rigid. Non-rigid airships are sausage- or cigar-shaped balloons filled with gas. Attached to the envelope are control car(s), engine(s), and stabilizers. Non-rigid dirigibles, commonly called blimps, are the smallest of airships since their size is limited by the tendency of the envelope to become spherical. Blimps are the most common type and are relatively inexpensive and easy to build. Semi-rigid airships are blimps with a wooden or metal keel supporting the envelope, helping it to maintain shape and allowing the craft to be larger than non-rigid types. The keel provides the added advantage of additional space for crew, controls, storage, ballast, etc. Rigid airships (commonly called zeppelins) are the largest types. They consist of a metal or wood framework covered with canvas. Within the framework are gas cells, controls, crew and passenger accommodations, ballast, storage space, etc. Rigid airships carry only limited weight, but volume is for all intents and purposes unlimited. Large commercial rigids like the *Hindenburg* had spacious dining rooms, lounges, and staterooms since volume was plentiful. On the other hand, weight was a constant problem for all airships regardless of design. Many were known to go down due to the loss of gas or to the build up of ice on the exterior. Almost all of the airships represented in this campaign are of the rigid type and therefore it is this design that will be emphasized here.

Rigid airships gained notoriety during the First World War when German zeppelins patrolled oceans and bombed Allied installations and cities. In the post-war period, the United States possessed a total of five rigid airships only the second oldest of which, the German-built U.S.S. *Los Angeles,* had a long service record. Goodyear produced two of the most modern, the U.S.S. *Akron* and U.S.S. *Macon,* but neither had long service lives and both were destroyed in accidents.

Two airships, both semi-rigids designed by Umberto Nobile, became famous for their Arctic service. The first was originally christened the *Roma,* but was sold and renamed the *Norge* and was used in a famous overflight of the North Pole. The renowned Norwegian explorer, Roald Amundsen, and the craft's designer were both aboard during this successful flight. Many had thought a rigid design was much more suited to the mission, but the *Norge* proved its ability. Nobile's next product — the *Italia,* which was essentially an improved *Norge* — crashed in 1928 after an overflight of the North Pole, probably due to the build-up of ice on the ship's skin. While Nobile and some of the crew were rescued, the *Italia* flight was the last polar flight by an airship before the flights planned by the cult in 1930.

The use of hydrogen was insisted upon due to its superior lifting power in the cold Arctic climate. The U.S.S. *Los Angeles* was filled with helium at the time of the *Italia* disaster and this was given as the reason it could not be sent to search for survivors. Unfortunately, the advantage of additional lifting power is accompanied by the disadvantage of the combustibility of the gas. Many argued that this trade was not worthwhile since helium (a rather expensive commodity in the pre-World War II era) has 92.6% of the lift of hydrogen, but others believed that in the cold temperatures of the Arctic where even a small loss of lift could be catastrophic, hydrogen was the one and only choice. Sadly, there are numerous examples of airships being lost due to the gas igniting. Aside from zeppelins lost to Allied action during the Great War, other airships were lost to fire. The original *Akron* (a semi-rigid craft) produced by Goodyear in 1911 is an early example of destruction due to a mere spark. Even if a craft did not crash due to an on-board fire, the chance of a fire after the crash was large.

All of the rigid airships in this campaign are based on the *Los Angeles* design which was already well-proven by the late 1920s. This airship was not immensely large like the



Akron and *Macon* designs and would not require huge outlays of cash and time to construct.

The *Los Angeles* was the first airship to have passenger accommodations built into the craft for long cruises and this characteristic was carried over into the subsequent designs by the Ithaqua cult in this campaign. Each cult airship is well-supplied and contains facilities to ensure the reasonable comfort of the crew. Aside from the control gondola (bridge), all crew facilities and accommodations are within the main envelope and generally run along the keel of the craft. The engines can be reached in flight for maintenance, but conditions are cramped. Several heavy and light machine guns are mounted on swivel mounts in each cult airship and most have a field of fire ranging beneath the craft and to its flanks. The top is a huge blind spot though in an emergency, shooters bearing small arms can climb to the top and fire through hatches in the envelope. Two of the cult craft have internal bays for holding a Gnoph-Keh or *tupilak*, but if neither is available, they can be used to store additional supplies. Aside from the armament and these bays, the *Camden* of Chapter Four is very similar, but is designed to hold a few more people.

The greatest obstacle which had to be overcome was finding a method of landing the airship on the polar ice cap without the benefit of a ground crew. The solution was to hover, lower a ground crew in a gondola attached to the craft with a cable and winch, and have them assist in lowering and anchoring the ship. Each ship has been modified with skids and bumpers in order to safely land on the ice. Such a landing is tricky at best and requires near-perfect weather conditions and a skilled pilot. If conditions are excellent, the craft may actually land or hover very low in order to allow a ground crew to literally step off and set the moorings. An alternative is to lower crew members only and allow them to go about their business while the ship orbits safely above.

This is not adequate in the cult's view since they must land in order to offload large amounts of supplies and equipment (though they will have planes land first to offload the ground crews). Fortunately for the cult, Ithaqua is on their side and will arrange clear weather for them. This is a fact they are fully aware of. Even if Ithaqua were not willing to arrange good weather, these dedicated cultists would simply crash on the ice, bleeding out as much of the hydrogen as possible prior to impact. Yes, this would make it a one-way trip for them, but that is not the point. In their minds, the mission is worth the loss of all their lives.

Flying in Polar Conditions

The motion picture *The Red Tent*, a telling of the story of the *Italia* disaster and rescue, is an excellent portrayal of flight conditions in the far north. While the film has some historical inaccuracies, it depicts well the cold conditions, the build-up of ice, hazardous weather conditions, and so on. However, the *Italia* was only a semi-rigid airship lacking crew quarters and other basic comforts. The airships used in this campaign are all rigid types of superior design which had such matters already taken into account.

Despite this, during the flight the crews must be bundled up in special flight suits to avoid frostbite and/or hypothermia. While weather conditions near the solstice of Chapter Six will be relatively clear due to the influence of Ithaqua, weather prior to that can get quite rough. Ice build-up is not the great problem it might have been since weather will be clear, but the wind will still be able to enter the craft's envelope and cause extreme discomfort to those within. No, none of the craft contain heaters due to the very obvious threat of a hydrogen gas explosion.

Sample Airships

	U.S.S. *Los Angeles*	Cult airships	*Camden*	N class (*Toronto*)
Type	Rigid	Rigid	Rigid	Semi-rigid
Length	658 feet	658 feet	670 feet	348 feet
Diameter	90 feet	90 feet	93 feet	62 feet
Cubic Foot Capacity	2,471,000	2,471,000	2,650,000	645,000
Weight, empty	77,836 pounds	77,836 pounds	93,435 pounds	—
Useful Load Capacity	101,430 pounds	101,430 pounds	118,610 pounds	—
Maximum Speed	78 mph	78 mph	81 mph	70 mph
Number of Engines	Five	Five	Five	three
Engine Horsepower	400 hp each	560 hp each	560 hp each	250 hp each
Engine MAnufacturer	Maybach	Maybach	Maybach	Maybach
Passenger Capacity	Twenty	Twenty Eight	Thirty Two	Twenty

The "Cult airships" column give details on all of the cult's airships except the one being publicly constructed in Camden. That airship is listed separately and information on the original *Los Angeles* is given for comparison. To put the size of these craft into proper perspective, they exceed the length of the majority of World War I battleships. For example, the U.S.S. *Arizona* (completed in October of 1916 and destroyed in the Pearl Harbor attack of December 7, 1941) was a battleship with an overall length of 608 feet, a beam of 97 feet, and a normal displacement of 31,400 tons. Of course, the weight of a battleship far exceeds that of an airship, but the overall length and volume of an airship is quite impressive.

Aerial Combat

The following aerial combat system was written by Bob Kindel and first appeared in *Space Gamer/Fantasy Gamer* magazine. It is reproduced here with some minor modifications for use in Chapter Three of this campaign. Some Keepers may find it suitable for use in all scenarios involving air combat. However, those possessing another system should feel free to use it if it is deemed superior to this one.

This system has three major components: Dogfighting, Maneuver Class, and Damage.

Dogfight Skill

Dogfighting is a special aspect of piloting. The initial score is (Piloting Skill-20)+DEX. It increases as do other skills, but can never be higher than Piloting skill. Players with prior dogfight (military) experience, i.e. World War I fighter pilots, get a +5% per six months of combat experience.

The skill allows the pilot to attempt one of the following maneuvers: Attack, Evade, Follow.

To find the result, divide each pilot's skill by five (round down) and compare the skills on the resistance table to find the percentage chance of success. The opponent may "parry" the maneuver by finding the appropriate number on the resistance table and rolling it to counter the maneuver. Each pilot may make one maneuver and one parry per round. The table below shows the effect of maneuvering. A pilot must "follow" at least one round to get into position to attack on the next round. Once a pilot has attacked, he can attack each round until his opponent evades.

Maneuver	Pilot	Opponent	Result
Attack	Succeed	Succeed	Miss*
Attack	Succeed	Fail	Can attack**
Attack	Fail	Succeed	Miss*
Attack	Fail	Fail	Miss*
Evade	Succeed	Succeed	No change***
Evade	Succeed	Fail	Opponent cannot attack for 1D3 rounds
Evade	Fail	Succeed	Opponent in position to attack next round
Evade	Fail	Fail	No change***
Follow	Succeed	Succeed	No change***
Follow	Succeed	Fail	Can attack next round
Follow	Fail	Succeed	Cannot attack for 1D3 rounds

Maneuver Class

Not all aircraft are created equal. For game purposes, various designs are grouped into maneuver classes. These are:

A (+5%): Single engine fighter aircraft: military types specifically designed for dogfighting. (Example: Sopwith *Snipe*)

B (+0%): Normal single engine aircraft: planes with speed and maneuverability not up to military standards but still able to fight. (Examples: Curtiss JN-4, De Havilland *Moth*)

C (-5%): Fast multi-engined aircraft: military bombers and racing planes.

D (-10%): Slow multi-engine aircraft: The slow plodding workhorses of the air. (Example: Ford 4-AT Trimotor)

Damage

The "hit" and "damage" is rolled against the aircraft as with any weapon. The table below provides the armor value for various types of aircraft skin.

Aircraft Exterior	Value	Example(s)
Fabric/wood	2	*Snipe, Moth*, JN-4, F.VIIA/3m
Thin metal	4	Ford 4-AT, Do 15 *Wal*
Armor plate	6	rare prior to World War II

Each section of the aircraft can sustain a varying amount of damage. After the amount is exceeded, the section becomes unusable and the plane must do without (generally by crashing). A crash landing uses normal piloting skill modified by terrain landed and part(s) missing (a plane without a propeller can generally glide to a landing while one lacking a wing has a harder time). Because of the variability of such factors, the Keeper will need to make individual determination of the modifier.

---

*A miss still requires that the pilot fire his weapons to determine subsequent ammunition loss and possibility of malfunction.

**The pilot must still roll to see if the allowed attack is successful.

***An attack is possible if the aircraft were already in position to do so before the attempted maneuver.

The nature of dogfighting—twists, turns, and dives—makes it unlikely that the attacker can "call" his/her shot and hit a specific area of the aircraft. Such an attempt requires (25+1D20)% from the normal "to hit" roll. The next table shows where the attacking shots will hit and the amount of damage each section can sustain.

1D100 roll	Areas struck	Hit points	Note
01-03	propeller	12 each	1
04-06	cockpit controls	10	2
07-10	cockpit occupants	varies	1
11-30	fuselage (front)	60	
31-55	wings	40 each	3
56-60	engine	50 each	1
61-80	fuselage (rear)	80	
81-90	tail flaps	40	2
91-95	landing gear	25 each	4
96-00	grazing blow	N/A	no damage

Notes:

1 If more than 1, roll appropriate die to determine which is struck.
2 Loss of control modifies Pilot/Dogfight skill by -2D20.
3 Roll 1D2 for monoplanes (1=right, 2=left) or 1D4 for biplanes (1=upper right, 2=upper left, 3=lower right, 4=lower left).
4 Roll 1D3 (1=front right, 2=front left, 3=rear).

Defensive Armament

While no aircraft available to the investigators possesses defensive armament, some enterprising individuals may arrange for some sort of defense. The easiest method of defense is to use small arms (rifles, shotguns, handguns, etc.), firing from open cockpits or open windows. If this seems to be insane, it is actually effective at times. Early in the First World War, many "kills" were achieved by pilots armed only with bolt-action rifles. While handguns, submachine guns, and shotguns lack suitable range to have a reasonable chance to hit an opposing aircraft, rifles and light machine guns may be effectively employed.

Firing rifles and light machine guns at pursuing aircraft is difficult. If the aircraft in which the investigators are housed is maneuvering to avoid the warplanes, each shooter may fire with a possibility of hitting equal to 20% of the normal chance. If a hit is achieved, the location is rolled normally, but a single shot from a rifle has only a 20% chance of doing damage unless a crew member or passenger is struck (whereupon normal damage is inflicted). Automatic weapons do normal damage. If the aircraft is not maneuvering wildly and is flying straight and level, it is a stable platform to shoot from. Thus, there is no negative modifier to hit. Of course, if the aircraft is not evading, it is a sitting duck for a fighter with a capable pilot.

Some people may attempt more unorthodox forms of defense such as flinging debris out a cargo hatch or trying "air to air bombing." Such methods have absolutely no chance of being effective though a very generous Keeper may allow some sort of Luck roll at a huge negative modifier.

R E S O U R C E S

New Spells & Skills

There are a number of new spells used in *Walker in the Wastes*. Where relevant, some of these appear in the text. All, however, are also grouped here for ease of reference. These spells are unlikely to be found outside of this campaign, and most would have limited usefulness in other storylines.

Note that there are a number of Native American magics printed on page 25-27 that are not reproduced here.

BANISH GNOPH-KEH: This is a method of forcing a Gnoph-Keh into a state of dormancy or hibernation. It consists of a fairly simple ritual requiring *precisely* ten people who have at least a working knowledge of the Inuit language (i.e. Speak Inuit 40% or more). A leader will have the participants repeat phrases in Inuit which have no translatable meaning, but are ancient words of power. They must be holding hands in a human chain forming an unbroken circle while they chant and the leader must be part of this circle. The ritual takes one full hour and for it to be successful, each participant must attempt a Speak Inuit roll and not fumble it (this skill may be checked if it is rolled successfully). If none of the rolls are fumbled, each person involved loses two points of POW and must make a CONx5 roll to remain conscious. For each percentage point this roll is missed by, the individual is unconscious for one minute.

Success with this spell causes the Gnoph-Keh to be instantly returned to its home and forced into an icy, crystalline cell for twenty years plus or minus 1D4 months (the twenty-year period is tied to the points of POW invested by the casters). Note that the spell must be cast within ten miles of the lair of the Gnoph-Keh for it to work. The creature cannot resist the spell, but can prevent its fulfilment by killing some or all of the casters prior to its completion. The Gnoph-Keh will be aware of the spell being cast regardless of how far away it is and it instantly knows the precise location of the casters. It may not personally intervene once the ritual is started, but if at any time the casters cease their chants, it will have the opportunity to rush in and break them up. The creature may not approach any closer than one hundred feet to the casters and may not use its weather control abilities on them.

This does not mean it is helpless. A loud, threatening rush may cause the casters to cease the ritual in order to defend themselves since they are probably unaware that the creature cannot approach. Other options which may be exercised include summoning aid from otherworldly entities such as Ithaqua and using human proxies. The icy prison is described in the section in the Prologue entitled "The Gnoph-Keh's Lair."

CHANNELING: This spell first appeared in an article by Graham Theobalds in Issue Five of *The Unspeakable Oath*. It costs one point of SAN and lets the caster channel magic points from a ley line into other spells. It may only be cast during certain special astronomical events (vernal and autumnal equinoxes, summer and winter solstices, lunar and solar eclipses) which greatly restricts its power. A ley line is a magical flow of energy tied to the Earth that contains 1D10 magic points at any given time, and these points are doubled or even trebled during the aforementioned astronomical events. At a ley nexus (where two or more ley lines cross) each ley may be tapped for points. Once drained, the ley(s) take twenty-four hours to recharge. The Keeper may wish to allow half a ley's available points to be accessed during times of the full moon and new moon. Channeling is not a spell which will be found in books or texts. It is generally passed down orally or obtained from spirits and other supernatural entities.

Note that in this campaign, Channeling appears only in the red herring "The Monolith." One cultist in that adventure, Richard Long, knows the spell and has access to the nexus of two leys, marked by an ancient monolith.

CHILL OF THE WENDIGO: This destructive spell may only be used in the northern hemisphere and if it is used south of 12° north latitude, the victim has +10% to his or her resistance roll. The caster begins by intoning words of power for three rounds. Next, the caster's magic points are pitted against those of the victim on the Resistance Table. If the victim resists, he or she suffers from mild to moderate (but painful) symptoms such as chilblains or minor frostbite. This will reduce the target's DEX by one point until medical treatment is administered. If the victim fails the resistance roll, hypothermia is the result. This causes the temporary loss of 1D4 CON and 1D3 DEX. The loss will kill the victim if it drives one or both statistics to zero or less. If the roll was fumbled, the victim freezes to death in 1D10+1 rounds unless placed in close proximity to a decent heat source for no less than one hour. The caster must be in line of sight to the target and within one hundred yards in order to use this spell. This spell requires the expenditure of four magic points and the loss of 1D4 SAN.

COMMUNE: The purpose of this spell is to allow the caster to contact the spirit of a dead person and communicate with it. All it requires are parts of the spirit's former body (bits of bone and teeth are sufficient) and the outlay of six magic points. The spell also causes 1D8 SAN loss. It takes ten minutes to complete and involves commands and entreaties to the spirit to be summoned. Language is no barrier to this spell so in theory, deceased specimens of intelligent, alien races could be contacted in addition to someone from a long-dead culture. To determine whether or not the spell succeeds, a contest on the resistance table pitting the POW of the spirit versus that of the caster must be carried out. If the die roll indicates a fumble by the caster, the spirit has possessed him or her and will gain control of the victim's body. Such control lasts 1D100 hours minus the victim's POW (minimum of one hour). Just what happens during this time is in the hands of the Keeper.

When successful, the caster may commune with the spirit of the deceased individual. The contact is on the mental level, but is accompanied by physical effects. Typically, witnesses will notice a strange chill in the air, flickering of lights, unnatural wind gusts, moving of objects, faint moaning or whistling, and the like. If the spirit is especially powerful, the effects may be even greater and involve great displays of lights and even monstrous visions of demons and other supernatural entities. The caster has only a number of minutes equal to his or her POW to speak with the spirit and the process is very draining, causing a CON loss of 1D6 and a corresponding loss of hit points. The CON returns at the rate of one point per hour after the spell ends. If the CON reaches one point, the caster falls unconscious and if it reaches zero, death occurs.

CONTACT GNOPH-KEH: This spell must be cast in the cold regions of the world which the Gnoph-Keh are likely to frequent in order for it to have a chance of success. It takes eight magic points from the caster and requires at least a 40% knowledge in Speak Inuit skill. Taking ten minutes to cast, the Gnoph-Keh will show up in 1D100 hours provided there is one in the general region which can be contacted. The spell has an 80% chance of success (10% per magic point expended) and no one can assist the caster with the spell. Also, this spell confers no protection to the caster or any of his/her companions and thus is risky if he/she is unable to deal with the creature. SAN loss is 1D3.

DISMISS SILA: This is an Inuit variant of Dismiss Ithaqua (which is described in the CoC rulebook). In order to cast this spell, the caster(s) must have at least a 40% knowledge in Speak Inuit skill. For each five points of Ithaqua's 35 POW, the caster(s) must expend one magic point. This base of seven magic points is only the initial expenditure. An additional magic point must be expended for each five percent cumulative chance to succeed in the dismissal. Dismissing Ithaqua/Sila causes no SAN loss, but there is no Call Sila as part of this spell.

The one drawback to this spell is the time it takes to cast. For each one percent chance of the spell's success, those involved must chant for one minute. However, if the total percentage exceeds one hundred percent, the extra

percentage points may be subtracted from the time necessary down to a minimum of one minute.

DREAD CURSE OF AZATHOTH (optional variant): This is the same as the spell of the same name in the rules with one change. The POW lost by the victim is transferred permanently to the caster, making the caster a vampire of sorts. Otherwise the SAN loss and magic point expenditure is the same.

An option the Keeper may wish to use is to give this spell an addiction factor. While the caster loses 1D6 SAN and four magic points when using this spell, 1D3 POW is gained from the victim. This causes some amount of pleasure, as well as guilt, while the victim suffers great discomfort. The Keeper may choose to have the caster make a Luck or INTx5 roll to avoid becoming addicted to the spell and thus being forced to use it on a regular basis (perhaps once per week) on any convenient victim. The Keeper may also decide to increase the SAN loss to 1D8. Finally, the power drain effect of this spell is handy, but a person cannot have his or her POW increased beyond 21 in this manner unless there has been some sort of drastic physical/mystical alteration of the body. As usual, if the victim's POW reaches zero, death occurs and resurrection is impossible except maybe to bring the subject back as a mindless and extremely violent zombie. Only Reinhold Blair possesses this spell at the beginning of the campaign though this may change as time elapses.

STRIKE BLIND: This spell originally appeared in *Masks of Nyarlathotep* and is reproduced here because it is one of the spells in the arsenal of Reinhold Blair, cult priest.

When Strike Blind is used, the caster's magic points are matched against the target's magic points on the resistance table. If the target is overcome, he loses 1D10 SAN points as he is horribly blinded — his eyes suddenly melt and flow from his head. The pain is intense. The target must be visible and within thirty yards of the caster. The spell requires twenty magic points and 1D8 SAN to cast. Only three rounds are needed to intone this spell.

New Skills

Boating (10%)
Simply put, this is the subject's ability to row and steer small watercraft such as canoes, kayaks, and rowboats. It is of little or no help when piloting motorized vessels. Base for this skill is ten percent, but proficiency is achieved at 25% (as with Drive Automobile and Ride skills).

Botany (00%) and Zoology (00%)
These two skills have been carried over from pre-fifth edition rules since they are very appropriate for use in this campaign. Biology is considered a more general skill which encompasses parts of both of these skills plus more knowledge such as microbiology. The author strongly encourages the use of these skills in the campaign.

Cartography (00%)
An individual with this skill has received formal training in mapmaking and geography. In addition to the obvious ability of reading and making maps, such a person has knowledge of topography, climates, and environments.

Drive Sled/Sledge (10%)
This is the ability to drive a sled or sledge using dogs as the source of locomotion. The base is ten percent and, like Drive Automobile, twenty five percent is required to be proficient. Driving a horse drawn sleigh or similar vehicle does not fall under this skill, but instead falls under Drive Carriage skill which is detailed in *Gaslight*.

Forensics (00%)
Generally a skill possessed by skilled physicians or perhaps experienced law enforcement officers, Forensics is knowledge of physical evidence at crime scenes, most notably that concerning corpses. The fifth edition *Call of Cthulhu* rules contains an excellent section on Forensics that can help enlighten those who purchase this skill.

Land (10%) and Sea/Air (00%) Navigation
Perhaps the most important skill one can have in the Arctic, knowledge of navigation overland is vital to survival. The description of this skill in the rules provides a very broad interpretation that takes into account many forms of navigation. It is recommended that Keepers divide this into two skills: Land Navigation and Sea/Air Navigation. The former is navigation using a compass, map, terrain association, etc. while the latter is conducted using a sextant, charts, and similar tools and methods.

Paleontology (00%)
This is knowledge of and experience in fossilized remains, particularly in relation to dinosaurs. While this skill does not have a lot of impact in the campaign, it is useful in Chapter One and is also a logical skill for some characters to possess.

Sailing (10%)
Similar to Boating skill, this is the person's ability to sail small vessels up to yacht size. Again, it is of no effect when piloting motorized vessels. Proficiency is achieved at twenty five percent.

Woodcraft (10%)
This comprises basic skills in carpentry and woodcarving and allows the user to conduct repairs of sleds, structures, and the like.

D E T W I L E R

PROLOGUE

The Dead Of Winter

The Dead Of Winter is the first scenario in *Walker in the Wastes*. It is recommended that anyone who intends to play an investigator in this scenario not read past this page. However, as with any scenario, those intending to moderate this work should read through the entire text carefully and more than once. The environment in which it is set is unusual and the basis is in a real-life historical incident. Do not merely skip by support material or skim over the Resources; they greatly affect the conduct of the scenario and ultimately the campaign. With proper preparation, *The Dead Of Winter* is not overly complicated and can be easy to moderate. The author hopes all who read and run this enjoy its unique environment and background. Good luck!

Introduction

In June of 1845, two Royal Navy vessels, H.M.S. *Erebus* and H.M.S. *Terror* commanded by Sir John Franklin, quietly departed their harbor in the Shetland Islands and sailed on a quest to discover and chart the long-sought Northwest Passage. At first, the expedition made excellent progress, but this ended when they were beset by ice north of King William Island on September 12, 1846. On April 5, 1848, the doomed vessels were abandoned and the remaining crew members made a futile attempt to march south to safety at trading posts in Canada. Unfortunately, their trek failed and all succumbed to starvation, disease, and the elements. *The Dead Of Winter* is basically a "what if" scenario concerning the fate of the Franklin Expedition. While in reality the tragedy of the *Erebus* and *Terror* has been in recent years explained, researched, and well documented, this scenario speculates at Mythos-related possibilities which could have influenced or caused the destruction of the expedition.

Players Information

The investigators are part of a long-term experiment being conducted in the northern reaches of Canada. Sponsored by the University of Toronto and the Canadian government, the plan is for a select group of experts and scientists to live and work in a permanent base camp on the Adelaide Peninsula near the location of the remains of some of the Franklin Expedition members. There are numerous duties to be performed which are described in greater detail in the section entitled "Hiring On." The date is now November 10, 1928 and the group has been at the camp since June of 1927. This scenario is designed for four to six low to moderately experienced characters.

Keeper's Information

The Franklin Expedition's fate is much more complicated than it would seem. Evidence of insanity among crew members has been too-conveniently explained away by a variety of theories, and Inuit stories concerning sightings of Englishmen and abandoned ships cry out for further scrutiny. Why, for example, would men weakened by the elements, disease, and malnutrition drag monstrous, 650-pound sledges loaded with tons of useless equipment for miles? Theories of "British military tradition" don't pan out and if there was mass insanity, what would cause it? (As a side note, evidence of irrational behavior and mass insanity can be explained by scurvy due to inadequate nutrition and lead poisoning due to poor soldering on food cans, but not all of this was known or well-publicized in 1928.)

There have long been stories among the local Inuit population passed down from ancestors about sightings of strange men who came across the ice from the direction of King William Island. Discarding their sledges on the mainland, they continued in the direction of the Great Fish River, but gradually perished one by one. Other stories tell of abandoned ships stuck in or on ice floes and later being crushed and sunk. Yet, few accounts tell of any direct contact with the sailors until after they all had died (whereupon the Inuit helped themselves to uniform buttons, silver spoons, and other trinkets to be found among the remains). Why did the Inuit not contact the Englishmen and attempt to aid them as they had in other cases? Inconsistencies such as these are certainly part of what archaeologists and historians in the investigators' group need to investigate.

For the purposes of this scenario, the following is what actually occurred to the Franklin Expedition. After months of sailing which had thus far been productive, the *Erebus* and *Terror* became locked in ice north of King William Island. The two vessels, sturdy barks left over from the Napoleonic Wars and well suited to Arctic duty, were eventually abandoned after a number of scouting missions and when hope of rescue diminished. The surviving crew, now led by Captain Francis Crozier since Sir John Franklin had died by this time, walked across the ice to King William

Hiring On

Before anything can be done in this scenario, investigators must be created by the players. When the expedition was first assembled, there was, of course, an interview process. This was very strict and only qualified and dedicated individuals were accepted. In general, all investigators must be male and in good health (minimum CON of 10) and be willing to withstand harsh conditions and isolation for prolonged periods of time (at least two years). Each member is paid his normal annual income plus a $5,000.00 bonus at the conclusion of the project. So, an archaeologist whose normal income is $4,000.00 per year will be paid a total of $13,000.00 at the end of the two year project ($4,000 + $4,000 + $5,000 = $13,000). If for whatever reason a person must leave prior to the end of the designated time, he forfeits the bonus, but all relevant medical bills and other expenses are paid for by the sponsors.

Since the mission is well funded, no one is asked to bring any personal gear though this is certainly not prohibited or even discouraged (though a two hundred pound weight limit is set due to transportation restrictions). However, anyone attempting to bring along a semi-automatic, lever-action, or pump-action firearm will be asked not to, since these types of weapons are susceptible to malfunctions in extremely cold temperatures. Such individuals will be gently advised that bolt-action rifles, break-open shotguns, and revolvers are much more suitable. Any character suggesting or *even hinting* at bringing an automatic weapon will be instantly and permanently disqualified and probably (a Luck roll is appropriate) become the subject of a police investigation. The expedition leaves Toronto on June 10, 1927 and will return on June 14, 1929 after which is a month-long transition and debriefing period. What now follows is a list of skills which are the minimum prerequisites for each particular job which may be filled by investigators.

Anthropologist/Ethnologist/Historian

Anthropology 40%, History 40%
Duties: Examine in detail the local Inuit (culture, trade, history, folklore, language, etc.) and life in the Arctic.

Archaeologist/Historian

Archaeology 40%, Cartography 20%, History 40%, Land Navigation 20%
Duties: Investigate the fate of the Franklin Expedition. Gather as much information and evidence as possible and attempt to determine what happened to that ill-fated party.

Artist/Photographer

Draw 40%, Photography 40%
Duties: Document life at the expedition using photos and drawings.
Note: This is the only non-vital position and should be taken up by one other team member in addition to his primary duties.

Botanist

Biology 25%, Botany 40%
Duties: Conduct research on the region's flora. Catalog and obtain as many samples as possible.

Doctor/Physician

First Aid 55%, Medicine 40%, Pharmacy 30%, Psychology 40%, Psychoanalyze 25%
Duties: Take care of medical problems when they arise. Determine the physical and psychological effects of isolation and a harsh environment on humans for prolonged periods of time by observing the expedition members.

Geologist

Cartography 25%, Chemistry 25%, Geology 40%, Land Navigation 20%
Duties: Examine the region with an eye to its potential for mineral exploitation.

Guide

Drive Sled/Sledge 40%, Electrical Repair 40%, Mechanical Repair 40%, Land Navigation 40%, Speak Inuit 50%, Rifle Attack 40%, Inuit Occult 20%
Duties: Maintain the base camp including machinery and the building. Escort scientists on field trips. Hunt for fresh meat when time and opportunity permits.
Note: If there are several guides, the various minimum skills may be divided among them so an individual guide need not be saddled with all of the above skills and duties.

Zoologist

Biology 25%, Photography 20%, Taxidermy 40%, Zoology 40%
Duties: Conduct research on regional fauna. Catalog, photograph, and obtain samples of specimens.

Note that the above positions may be duplicated so there can be more than one geologist or guide or whatever. In fact, there should be more than one archaeologist and more than one guide. The Keeper should fill in any positions not taken by player characters or the NPCs already provided (see pp. 55-57) with NPCs of his/her own creation. Finally, just because a position asks for, let us say, a geologist does not mean a geologist is required for that position. Rather, all it takes is someone with the minimum skills and appropriate degrees, references, work experience, etc. Thus, the position of geologist could easily be filled by a professor of geology or a mining engineer. It is also conceivable that one person could fill two positions such as botanist and zoologist provided he had the minimum skills plus the appropriate credentials. Investigators filling two positions are entitled to a 20% bonus in pay after all other bonuses are accounted for. As a side note, the Keeper may wish to provide an incentive to those players who are reluctant to give newly generated characters Speak Inuit skill. A $250.00 bonus may go to those with a working knowledge (40%) of the language and a $500.00 bonus to those who are fluent (60%). Native speakers are assumed to be fluent even if their base skill is less than 60%.

Island. There they encountered something truly horrific, a powerful Gnoph-Keh which had recently come out of a state of enforced hibernation. For weeks it stalked and preyed upon the terrified sailors who fled south and eventually across the ice to the mainland. Ithaqua himself soon arrived on the scene, called by the Gnoph-Keh, to claim even more victims and further complicate matters.

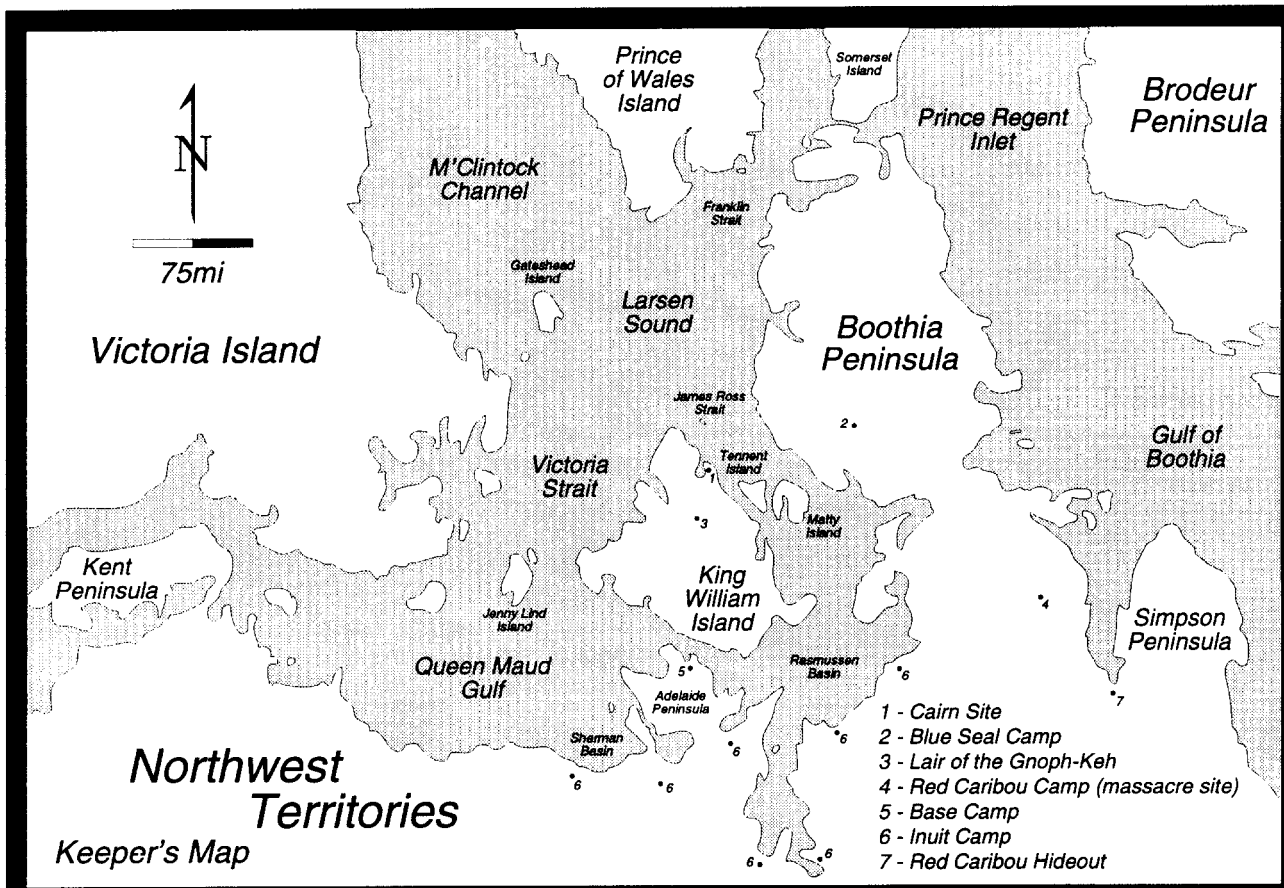
Finally, a local Inuit group, the Red Caribou clan, became aware of the situation and took steps to counter Ithaqua and his servant. Using ancient and powerful magical rituals, they managed to banish the Gnoph-Keh into another twenty years of hibernation, but for the brave men of the *Erebus* and *Terror* it was too late. No Inuit would aid them or even approach them, fearing the wrath of the Wendigo or his monstrous servant and as a result, the remaining men died one by one.

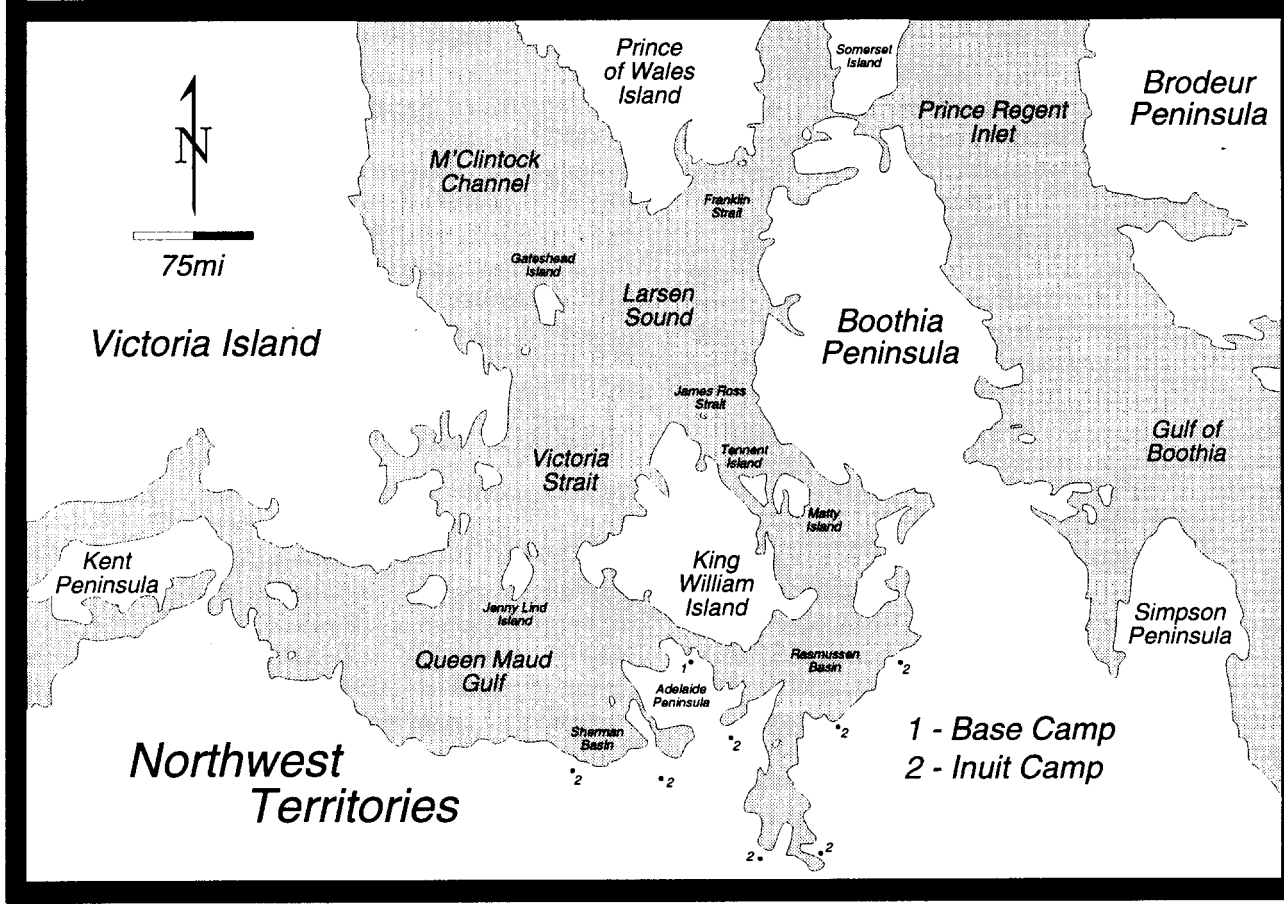
The local Inuit population was the key in 1848 and is once again vital in 1928. One clan, the Red Caribou clan, knows of the Gnoph-Keh and its home on King William Island. Furthermore, they have the ability through an ancient ritual to banish the creature for a twenty year time span by forcing it to hibernate. In addition, they know how to dismiss Ithaqua who is known to roam the region from time to time in search of victims. Most of the other clans leave sacrifices, usually the old or the weak, in the false belief that this will appease this malevolent wind god which they call Sila.

Now a degenerate clan, the Blue Seal clan, which worships Ithaqua and has long been at odds with the Red Caribou clan, has the upper hand. Having obtained modern weapons in numbers from Canadian traders, they recently raided their Red Caribou adversaries and killed virtually all of them. The survivors are now fleeing and lack sufficient numbers to banish the Gnoph-Keh. The creature is now on the loose, having recently awakened. So far, the local Inuit have been the only victims of its attacks, but it will soon set its sights on the investigators.

Early Events

Since their arrival in the Arctic, the expedition members have been busy conducting a wide variety of experiments and exploring the region. The work is generally mundane and boring though each member's dedication to his field of expertise has prevented depression from setting in. Occasionally, moments of excitement break up the routine. Several members have taken unintended dips into the ice-cold water of the Arctic Ocean since ice on the surface during the winter months is not always as solid as it seems. Confrontations with polar bears and other wildlife have also enlivened existence in the region. Perhaps of greatest interest to the group was the plight of the crew of the airship *Italia* which crashed on the ice cap while returning from a


N
75mi
Victoria Island
Prince of Wales Island
Somerset Island
Prince Regent Inlet
Brodeur Peninsula
M'Clintock Channel
Franklin Strait
Gateshead Island
Larsen Sound
Boothia Peninsula
James Ross Strait
Gulf of Boothia
Victoria Strait
Tennent Island
Matty Island
Kent Peninsula
King William Island
Jenny Lind Island
Simpson Peninsula
Queen Maud Gulf
Rasmussen Basin
Adelaide Peninsula
Sherman Basin
Northwest Territories
Keeper's Map
1 - Cairn Site
2 - Blue Seal Camp
3 - Lair of the Gnoph-Keh
4 - Red Caribou Camp (massacre site)
5 - Base Camp
6 - Inuit Camp
7 - Red Caribou Hideout


N
75mi
Victoria Island
Prince of Wales Island
Somerset Island
Prince Regent Inlet
Brodeur Peninsula
M'Clintock Channel
Franklin Strait
Gateshead Island
Larsen Sound
Boothia Peninsula
James Ross Strait
Gulf of Boothia
Victoria Strait
Tennent Island
Matty Island
Kent Peninsula
King William Island
Jenny Lind Island
Simpson Peninsula
Queen Maud Gulf
Rasmussen Basin
Adelaide Peninsula
Sherman Basin
Northwest Territories
1 - Base Camp
2 - Inuit Camp

flight over the North Pole. The crash occurred on Friday, May 25, 1928 and while several crew members including its commander were eventually rescued, the disjointed and poorly organized international rescue effort was a source of great concern to the expedition members. Most are convinced they are on their own during the winter months at the very least and can depend on no aid from the outside world. All recognize that the actual danger is relatively low due to the excellent skills of the members and the tons of supplies available. Accidents are of greatest concern, but so far no one has suffered more than minor injuries.

The Body

The scenario begins on November 10, 1928 though in truth the investigators actually arrived in June of 1927. Most, if not all, of the investigators are at the base camp on this day conducting experiments, updating journals, or providing maintenance to the equipment and building. The NPC geologist, Dr. Christopher Hamilton, and one of the guides, Poo-yet-tah, are out on a surveying mission and have been gone for several hours. At approximately 3:00 P.M., they return with a gruesome cargo — the mauled and frozen corpses of two Inuit men. A quick examination of the bodies shows the nature of the injuries makes it unlikely that a wolf or even a polar bear would have or could have been responsible. A successful Zoology roll by an investigator or NPC will not ascertain what was responsible, but the individual can be sure that no known Arctic predator would have inflicted such injuries. An autopsy should be performed. Dr. Cornelius Brand, the group's (NPC) physician and any investigator physician can do so over the next several hours. They will determine that the bodies were mauled by the claws of a very large creature, bigger than any known polar bear. In addition, one was impaled by a large spear-like object in the upper torso, but neither Dr. Brand nor the investigator can be sure of what would have caused this.

It is now the evening of November 10 and the group members have assembled for a discussion of this recent development. Here, the players may come up with their own theories and/or courses of action. NPCs may suggest that a previously undiscovered predator is in the area or that perhaps an exceptionally large polar bear is on the prowl. Some may even suggest that this is a sinister hoax.

One alternative the Keeper may wish to exercise here is to allow one or two player characters to be with Dr. Hamilton and Poo-yet-tah when the corpses are discovered. If this option is used, refer to the section entitled "Examining the Scene" for the details. Though the players may not want to move the bodies or inform the Inuit, scientists among them will know that the remains should be taken back to the base camp to provide the physician(s) there the opportunity to conduct autopsies. Under no circumstances should this small group encounter the Gnoph-Keh due to a random encounter roll until after they have had the opportunity to report back to the base camp.

Courses Of Action

At first, the players are limited to only a few reasonable options. One is to merely dismiss the findings and just hole up within the base camp. If none of the player characters resist this, at least some of the NPCs will, especially the zoologist, Dr. Decker, who envisions himself as being the discoverer of a rare Arctic predator. The two obvious options to choose are to return to the site of the slayings and to question the local Inuit. In either case, only the most unintelligent or foolish of characters will voluntarily leave the camp unarmed. Below is a list of how a typical investigation may progress. Note that the Red Caribou and Blue Seal options will not be possible until the investigators have gained knowledge of those two groups.

- Seek out and examine the site of the killings of the two Inuit. Poo-yet-tah can easily find the site.
- Contact local Inuit clans for information. Several Inuit camps are within one day travel by dogsled of the investigators' base camp.
- Contact the Red Caribou clan for information/seek out the massacre site. This camp will take at least two days to get to by sled and this assumes the weather is clear.
- Contact the Blue Seal clan for information. This camp will take at least three days to get to by sled and this also assumes that the weather is clear.
- Attempt to hunt the mysterious creature.

Drawing Attention

Whenever the investigators are travelling outside the immediate area of the base camp, they may encounter the roaming Gnoph-Keh. How the Keeper handles this is up to the individual, but one option is to have the investigators make a group Luck roll for every day of travel. A "group Luck roll" is the Luck roll of the investigator with the lowest Luck rating in the group that is travelling. If this group Luck roll is fumbled, the Gnoph-Keh is encountered. Of course, don't tell the players that they need to fumble this roll in order for there to be negative consequences. If the investigators travel to King William Island, the chances increase that there could be an inadvertent encounter with the beast. While on the island or the ice immediately around it, the group Luck roll should be rolled at least once and perhaps twice daily. If the investigators spend a significant amount of time on the island, such as over a week, then the roll should certainly be made at least twice per day. The results of an encounter with the Gnoph-Keh (described on p. 46) are not likely to be pleasant.

The Base Camp

The base camp in which the group has been living for over one year consists of a main building and two secondary buildings. All structures are constructed of heavy timbers, stout planks, and corrugated steel. They are sturdy and well-built, though not very comfortable. The two secondary structures are storage buildings packed with supplies and equipment. Each one has only one door which is locked from the outside with a strong padlock to discourage local Inuit from helping themselves to the goodies stored within. The main building (Player Aid #2, printed below and on p. 204) is where most activity occurs (not including field trips). Living conditions are cramped and uncomfortable, but could be worse. By this time, most of the cracks and gaps in the structure have been found and sealed and drafts are now at a minimum. While the Keeper is responsible for coming up with the specific description of each room in the main building, what follows are a few highlights which are intended to cover the more important areas.

Fuel Storage: Contains 55-gallon steel drums of gasoline, 5-gallon cans of kerosene, 2 lb. cans of carbide, 50 lb. sacks of coal, and stacks of firewood. A truly volatile combination.

Storage Room 1: Contains general equipment (clothing, rope, tents, tarpaulins, carbide lanterns, snowshoes, 2-cell and 3-cell flashlights, 2-cell and 3-cell batteries, kitchen and eating utensils, blankets, radio parts, etc.). An emergency transceiver with accessories is also stored in here.

Living/Eating Area: One loaded 12-gauge, single barrel, break-open shotgun hangs on iron brackets on the north wall east of the door.

Barracks 1: Up to six people may sleep in the bunks here. If filled to capacity, this room is cramped and uncomfortable. All player characters should choose which room they sleep in and the Keeper should then place NPCs. The reason for this is the Gnoph-Keh may attack the base or the Blue Seal clan may attempt to infiltrate it depending on how the scenario progresses. Two loaded .303 bolt-action rifles lean against the wall in the northeast corner.

Barracks 2: Like Barracks A, this room contains quarters for up to six and is uncomfortable if filled to capacity. One loaded .30-06 bolt-action rifle and one loaded 12-gauge, double barrel, break-open shotgun are both hanging on iron brackets on the north wall.

Storage Room 2: Contains tools (pickaxes, shovels, spades, wood axes, etc.), small construction materials such as nails and screws, ammunition (.303, .30-06, 12-gauge 00 buckshot, 12-gauge No. 6 birdshot, and .22 long rifle), one loaded .22 bolt-action rifle, two Very pistols with flares, and firearms cleaning equipment.

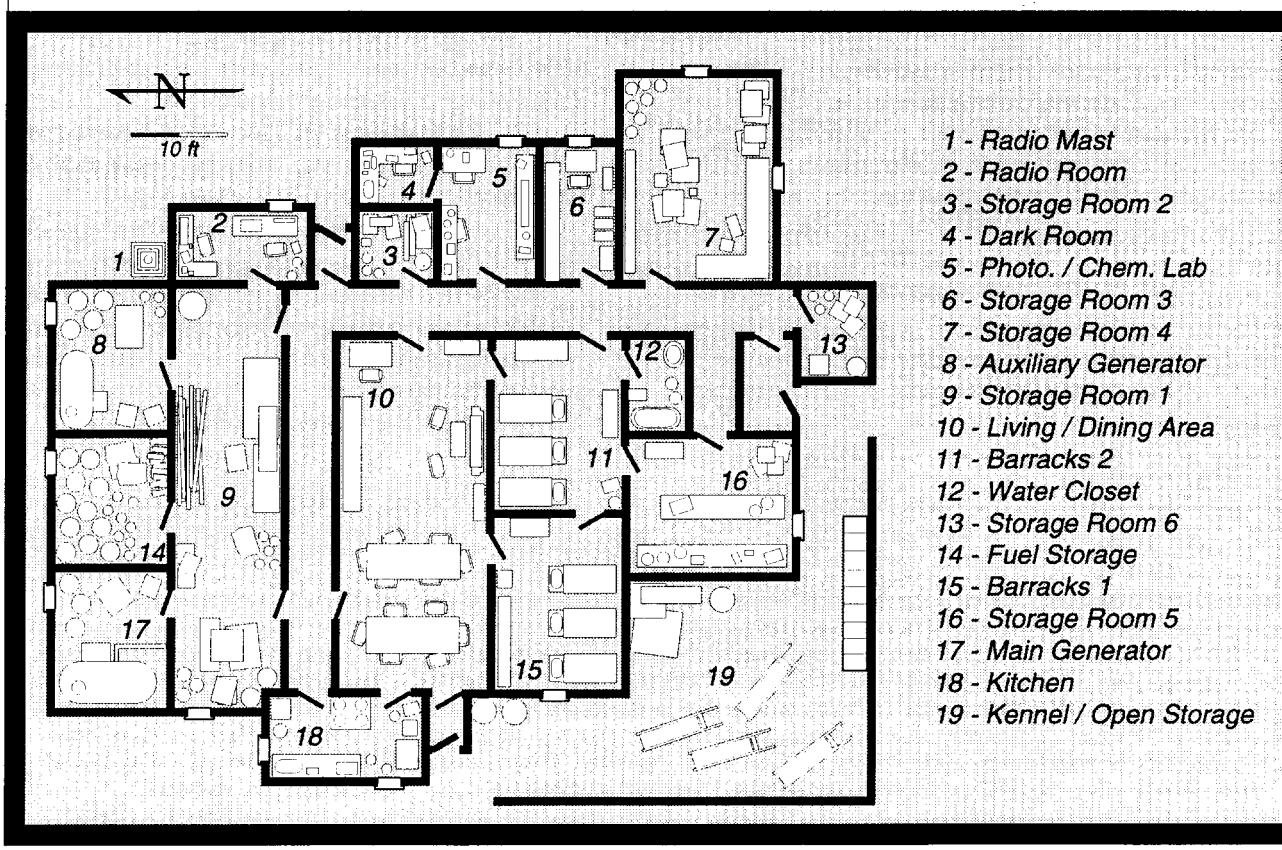
Storage Room 3: Contains samples, photographs, records, and maps. A copy of the diagram of the building is on file in here.

Storage Room 4: Contains a variety of foodstuffs.

Storage Room 5: Contains a variety of foodstuffs.

Storage Room 6: Contains repair materials for the building (planks, window glass, nails, hand tools, etc.).

Note that this structure does have glass in its windows, but they are small (approximately 2' by 2') and have wooden shutters which are closed during particularly cold periods and foul weather. They can be bolted from the inside. Doors also have deadbolts and can be padlocked from the outside in the rare event that everyone must leave the premises.



Examining the Scene

If the investigators choose to travel to the site of the maulings of the two Inuit hunters, they must travel several hours to the west and then search a general area since snow has since covered the remains. After they make whatever Spot Hidden rolls the Keeper feels is appropriate, the site is discovered. All that remains is a debris field. Apparently whatever came after the Inuit thought the sleds, equipment, and dogs made excellent playthings because everything is scattered over perhaps a one hundred yard radius. All tracks have long been covered by falling snow and much of the equipment is damaged or destroyed. A smashed .30-06 bolt-action rifle can be found in the debris. Only one round is left in it which indicates that someone may have gotten a few shots off before meeting a grisly end.

Contacting the Inuit

The Inuit population in this region is a valuable source of information on numerous topics. They have already provided much information on local flora and fauna, surviving in the Arctic, the Franklin Expedition, and Inuit culture and language. The investigators have already had contact with a number of local clans and have learned much from them.

Questioning the Inuit involves travel to the various clan groups in the area (see map, p. 42). At each one, the investigators may ask to speak with the shaman, or one of the leaders of the clan. Gifts are appreciated, especially useful items such as tools, firearms, and ammunition. Such gifts aren't mandatory; the expedition has already established good relations with the Inuit of the area.

You may call for whichever skill checks you wish. Persuade, Fast Talk, Psychology, Anthropology, or Occult may all come into play. Pay attention to the tone of the questions; disrespectfulness will get the investigators nowhere.

When contacted about the killings, Inuits in the area provide the group with disturbing tales of a horrible, supernatural beast known only as the Yiige' (which means "shadow," "spirit," or "ghost" in Inuit) killing and consuming people. According to the stories, the creature has been dormant for years, but has now awakened and resumed hunting in the area.

Some Inuit, generally younger clan members, believe the creature is a *tupilak* (an animated monster — see the Resources section, p. 28) sent by an unknown shaman to wreak havoc upon the people in the region. Prior to this, the primary supernatural fears were aggressive giants known as *Tunit*, a *tupilak* created by shamans, and a god of the winds called Sila who roams the Arctic in search of victims to carry away. The latter is feared the most. None of these supernatural threats has had any basis in fact as far as the investigators have been able to determine, but Ithaqua, another name for the abovementioned wind god, may prove to be the worst threat in this scenario should the situation degenerate badly. To counter the latter threat, many clans leave their old and weak behind as sacrifices to fend for themselves in the snowy wastes.

The new creature is different for it is not appeased by sacrifices and apparently kills on a random basis. No one lives who has seen it, but it is rumored to be a creature of massive size with horrible claws which it efficiently uses to rend its victims. Due to its supernatural nature, many believe it cannot be harmed by mere physical force and that only powerful magic can affect it. If the investigators press for information about such magic, most (70%) Inuit can say that the Red Caribou clan may know about or possess such magic, but this clan was wiped out over a month ago by the Blue Seal clan. Some Inuit believe that a few of the Red Caribou escaped the massacre and are in hiding or fleeing.

Local Inuit can answer many questions about the two aforementioned clans. The Blue Seal clan is very territorial and has long been at odds with its neighbors in the Red Caribou clan. Recently this came to a head when they used modern firearms to massacre the Red Caribou. Most local Inuit have little good to say about the Blue Seal clan (some may attribute the Gnoph-Keh problem to a *tupilak* created by the Blue Seal clan shaman) while the Red Caribou clan has a much higher ranking on the popularity scale. Known as peaceful, they have (or had) few quarrels with other Inuit and conduct(ed) vigorous trade with everyone. In addition, their reputation as possessors of powerful magic was reinforced by the fact that they left no sacrifices to Sila, unlike many other Inuit clans. A few escaped the massacre and reports of sightings exist, but are rare. Note that the investigators have had no prior contact with either of the aforementioned clans.

If the investigators suggest in front of any local Inuit that they might visit the Blue Seal clan, there is a 35% chance (or Keeper's discretion) they will be told that it is dangerous to do so because it is rumored the Blue Seal will conduct special religious rites to Sila soon and that it may be unwise to approach them. Either they may be upset at any interruption (and they have a violent reputation) or the wind god himself may be present. In any event, wise investigators will take trade items with them in order to have any chance of interacting with them for any length of time.

Intuitive investigators may eventually approach one of the local shamans and request him to use Inuit magic to aid them in finding information. Anthropologists in the group will be aware of this possibility as long as they make a successful Anthropology, Occult (at 20% the normal chance), Inuit Occult, or Knowledge roll.

If the speaker for the group makes a successful Persuade roll, the shaman will agree to commune with his "helping spirit" as long as he is compensated. For information concerning the Gnoph-Keh, the Blue Seal clan, or the

The Gnoph-Keh

General information on the Gnoph-Keh can be found on pages 105 and 106 of the fifth edition of the *Call of Cthulhu* rulebook. Below are the specific statistics of this particular creature.

STR 34 DEX 19 INT 17
CON 27 POW 24 SIZ 34
HP 31, MP 24, Move 9

Skills: Climb 55%, Hide 90%, Jump 50%, Listen 80%, Sneak 90%, Spot Hidden 80%, Swim 40%

Attacks: Horn Gore Attack 65%, 1D10+(5D6, 3D6, or 1D6) damage; Claw Attack 45%, 1D6+(3D6 or 1D6) damage

Armor: 9 points of gristle, fur, and hide

Spells: Call Ithaqua

SAN loss: 0/1D10

Notes: In any given combat round, the creature may attack with its horn and none, two, or four of its six claws. If it uses no claws, the horn does 1D10+5D6 damage. If two claws are used, the horn does 1D10+3D6 damage and if four claws are used, the horn does 1D10+1D6 damage. If two claws are used, each does 1D6+3D6 damage while if four are used, each does 1D6+1D6 damage. The Gnoph-Keh cannot attack multiple targets unless they are close together (Keeper's discretion). Treat the horn as an impaling weapon.

The Keeper should also consider the Gnoph-Keh's ability to travel on snow and ice. While it has a movement rating of 9, ice and snow will not slow it. Humans will sink into snow or slip on ice and even those equipped with snowshoes are greatly slowed. Only people using skis or riding a dogsled have a chance of beating a Gnoph-Keh in a race in its own element. Considering the large CON of the beast, it will not tire easily and will probably win any long-distance pursuit.

Special Abilities

The Gnoph-Keh has the power to summon a small blizzard around itself which restricts visibility to a maximum of three yards. Costing one magic point per hour and with an initial radius of one hundred yards, the radius can be extended by another one hundred yards for each extra magic point expended. For every fifteen minutes a human spends within this blizzard, he/she must make a successful CONx5 roll to avoid taking one hit point of freezing damage. Those lacking the appropriate protective clothing automatically take this damage. Good shelter may protect the victim from this effect.

The Gnoph-Keh can also create an area of intense cold around its body. For each magic point spent, the temperature will drop by twenty degrees Fahrenheit. This effect will last for an hour when it can be renewed by the further expenditure of magic points. The radius of cold is the same as that for the blizzard and if it desires, both effects can be combined in order to make the area an extremely brutal place to be.

Defeating The Gnoph-Keh

If the investigators are inclined toward the use of brute force, they can employ modern weapons to slay the beast when it is encountered. This is something the Inuit believe is not possible since physical force is reputedly useless against the Gnoph-Keh. The Inuit beliefs may cause the investigators to rule out this possibility and look for a magical means of defeating this monster.

Those expedition members looking for magic to defeat the Gnoph-Keh will seek it from the Inuit. Only one clan, the Red Caribou clan which has already been described, possesses the knowledge and ability to defeat the creature magically. They lack sufficient numbers to cast Banish Gnoph-Keh which must be cast on King William Island.

As has already been stated, the creature is on the loose and hunting for victims. Its favorite tactic is to prey on a group it finds by taking out solitary victims on an irregular basis. Its mere presence frightens off any potential game, such as caribou and seals, and poor luck at hunting and lack of fresh tracks can be an indication of its presence. In addition, sled dogs will be constantly agitated when it is near. Occasionally it will go on a rampage and openly assault a group seeking to slay as many as possible as quickly as possible counting on its tough hide and massive size for protection. This latter tactic is one it will almost certainly take if it is near a group attempting to banish it. Finally, it does not necessarily consume all of its victims. Many are killed for no apparent reason and their mangled bodies are left behind in the snow. The Gnoph-Keh is very efficient in its killing. Anyone who attempts to play dead or is knocked out will still be mauled to death by the creature once it has taken care of all mobile targets. There is a slight chance for escape, however, if the beast is distracted by other victims.

Red Caribou clan, the price is high. He will accept no less than a firearm and one hundred rounds of ammunition. The firearm must be in working order and the ammunition must be of the correct caliber. If an agreement is reached, the shaman will go into a trance in his igloo (the investigators may be present for this) and commune with the spirit.

About the Red Caribou clan it will say, in a roundabout manner, that some survived the massacre, but they are in an unknown place. The Blue Seal clan is a different matter entirely. The spirit is angered by the mention of this clan and believes they are plotting evil things.

About the Gnoph-Keh it will only say a great evil has been unleashed upon the land and that it will be responsible for much sorrow if not dealt with.

If the god Sila is asked about, the spirit (which in this case is quite timid) will immediately flee in fear from its host and not return again for at least twenty-four hours. The shaman, if this occurs, will lose 1D6 SAN and be extremely upset. He will immediately kick the investigators out of the camp and order them never to return. The group may eventually redeem themselves in the shaman's eyes with much gift-giving, but that is likely to take weeks or even months (perhaps 1D4 weeks per SAN point lost).

Hunting the Gnoph-Keh

The investigators may, of course, choose to ignore the Inuit from the beginning or even later in the scenario and try to hunt or trap the Gnoph-Keh. The search for tracks will be futile, but if they loiter in the area of the latest killings, perhaps using a camouflaged blind plus sled dogs as bait, the beast will eventually appear. A native of the Arctic, the Gnoph-Keh is much better equipped for a hunt. It is highly intelligent and will spot the investigators' crude attempts at concealment unless it misses both a Spot Hidden roll and an Idea roll.

See the stats at left for the Gnoph-Keh, then run the resulting combat; likely as not, it will end with the investigators fleeing across the snow as the creature rips them apart. Keep in mind that the Gnoph-Keh is a very intelligent (INT 17 — compare to the investigators!) predator.

Anyone foolish enough to wander off alone from the ambush site or even with a single companion will be subjected to an extremely violent assault which will almost assuredly result in death for the poor fool(s). If, however, significant damage is inflicted on the Gnoph-Keh (Keeper's discretion, but it should be somewhat life-threatening), it will quickly retreat.

The Blue Seal Clan

The Blue Seal clan are Inuit devoted to the worship of Ithaqua (Sila) and are unlikely to be friendly or cooperative with the investigators unless they bear trade items. They will avoid answering even normal questions that other Inuit have answered unless they are relevant to trade. Firearms, ammunition, and related accessories are highly desired as are steel or iron tools and other useful manufactured items. Glass beads and other useless trinkets are not wanted by the Blue Seal and thus are of no value in trade.

If the investigators show up before November 16 (six days after the scenario begins), the clan's chief/shaman (known only as Dyenen which means "shaman" or "medicine man" in Inuit and is likely to be his title and not his actual name) is not present, but is somewhere out in the wastes communing with Sila. Trade can occur without him.

If they show up on November 16, he will be present, but will reject any attempts at communication with the investigators. He will demand that they leave (he is preparing for the ritual which is to occur the next day) and if there is any hesitation on their part, the Blue Seal Inuit are likely to get extremely and shockingly violent. If the investigators fail to win this battle, any who are captured will become unwilling sacrifices to Ithaqua the next day.

If the investigators show up on the 17th and if they are detected, a violent confrontation is unavoidable (see "The Ritual," on the next page). Anytime after the 17th, they can come in and conduct trade in the same manner as they could prior to November 16.

The next ritual is scheduled for the winter solstice (December 21) and will be the greatest and most important of the entire year. If the scenario progresses that far, the Keeper may use the November 17 ritual as a guideline, but alter the specifics somewhat (perhaps two sacrifices or the guest appearance of the Gnoph-Keh).

The Camp

The Blue Seal clan camp holds a number of secrets which the investigators may be interested in. First, one of the igloos contains a Red Caribou clan member who is a prisoner. His name is Takpuk and he knows about the Gnoph-Keh, Ithaqua/Sila, protective magic, and a possible location of the Red Caribou clan survivors. Assisting him in an escape will likely result in a large amount of gunplay since he is scheduled to be a sacrifice to Ithaqua on November 17. More on Takpuk can be found in the section entitled "The Red Caribou Clan."

The second major secret is the shaman himself. The magic he possesses, not to mention his magical knife which can help find the lair of the Gnoph-Keh, can have a great impact on the scenario if the investigators choose to confront him. The shaman is described at the end of this prologue.

Third, perceptive investigators may notice that on one side of the encampment is a snow sculpture of a massive six legged creature. The workmanship is crude and there is little detail, but the sculpture is definitely not of a creature

The Blue Seal Clan

Here are ten fairly typical members of this degenerate clan who first appear (probably) in their camp on the Boothia Peninsula.

	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	HP	DB
#1:	10	10	10	12	11	12	8	3	0	10	+0
#2:	12	9	12	14	9	11	10	4	0	12	+0
#3:	16	12	9	18	6	13	15	2	0	17	+1D4
#4:	12	15	14	16	13	14	14	8	0	15	+1D4
#5:	13	13	15	15	7	10	11	7	0	13	+0
#6:	14	11	12	13	8	9	10	4	0	12	+0
#7:	12	17	11	12	10	12	10	3	0	11	+0
#8:	11	13	11	13	9	11	11	3	0	12	+0
#9:	12	12	13	13	7	12	12	4	0	13	+0
#10:	14	10	8	14	10	11	12	2	0	13	+1D4

Skills Common To All: Bargain 35%, Boating 40%, Climb 60%, Cthulhu Mythos 6%, Dodge 10%+(DEXx2), Drive Sled/Sledge 40%, Hide 60%, Ice Fishing 50%, Jump 35%, Listen 50%, Inuit Occult 40%, Land Navigation 45%, Sneak 60%, Spot Hidden 65%, Swim 40%, Throw 45%, Track 50%, Arctic Zoology 40%

Languages: Inuit 60% (spoken only). Some will speak a smattering of English, but not more than 25%.

Attacks:

#1: Rifle 30%, Fighting Knife 40%, Large Knife 40%, Fist/Punch 75%
#2: Shotgun 40%, Spear 40%, Fighting Knife 40%, Fist/Punch 60%
#3: Shotgun 40%, Hatchet 50%, Large Knife 40%, Grapple 45%, Fist/Punch 65%, Head Butt 50%
#4: Rifle 55%, Fighting Knife 50%, Spear 20%, Fist/Punch 65%, Kick 35%
#5: Rifle 45%, Fighting Knife 50%, Fist/Punch 65%
#6: Rifle 30%, Hatchet 40%, Spear 35%
#7: Rifle 60%, Fighting Knife 55%, Fist/Punch 55%
#8: Shotgun 50%, Spear 60%, Fist/Punch 70%
#9: Rifle 35%, Fighting Knife 75%, Fist/Punch 75%, Kick 40%
#10: Shotgun 45%, Spear 45%, Fighting Knife 45%, Grapple 45%

Firearms:

.30-06 bolt-action rifle (2D6+4 damage): #1, #5, #7, and #9; 12-gauge, single barrel, break-open shotgun (4D6/2D6/1D6 damage): #2
.303 bolt-action rifle (2D6+4 damage): #4 and #6; 12-gauge, double barrel, break-open shotgun (4D6/2D6/1D6 damage): #3, #8, and #10

Notes: The Keeper may choose to give each of the above Inuit 1D20-1D4 SAN instead of no SAN (thus giving each 0 to 19 SAN), but this should make little or no practical difference in the scenario. None of the above know any spells, but they are able to assist their chief in the casting of spells that he knows. None have to make SAN rolls versus viewing graphic scenes related to Ithaqua, Inuit magic, and combat and the results of combat. While only ten are listed here, these can be reused as much as is necessary.

that exists naturally (a successful Zoology roll can confirm this). This sculpture is a failed attempt by Dyenen to create a *tupilak* in the form of a Gnoph-Keh. Since he lacked body parts from a dead example of the creature, the *tupilak* could not be successfully created. However, should the Blue Seal clan come into possession of such pieces, they would be essential components in the creation of an exceptionally powerful *tupilak*.

The Ritual

If the investigators inadvertently or intentionally show up at the Blue Seal clan camp on November 17 and manage to avoid the vigilant guards, they may witness some or all of the rites for Ithaqua. At first, nothing unusual can be seen except the camp seems unusually quiet. At approximately noon, all the Inuit except for the guards gather at the center of the circle of igloos. Dyenen then emerges with Takpuk behind him being dragged by two burly men. Takpuk is strapped to a sledge which already has a dog team hitched to it. Investigators making successful Spot Hidden and Idea rolls will notice the dogs seem very nervous and agitated.

Dyenen then begins chanting and circling the sledge, sprinkling powder from a leather pouch first around, then on Takpuk. This process takes approximately five minutes and the surrounding Inuit simply stand and quietly watch. If the investigators interrupt and stop the ritual any time up until now, they will be successful in preventing what is described below (such interference would, of course, involve a violent confrontation).

Once Dyenen finishes chanting, it is too late and Ithaqua, drawn by the chants and magic powder, will come to the victim. Dyenen concludes the ritual by producing a whip and cracking it, causing the dogs to get up and run. They take the driverless sledge from the camp and out into the wastes. Properly positioned investigators at this point may be able to intercept the sledge, but would be better off if it were left alone.

By the time the sledge is driven from the camp, the wind has picked up noticeably and the temperature has dropped at least fifteen degrees. The sled goes over a rise and, mercifully, disappears from view. Investigators who merely watch will notice a sudden, shocking, swift acceleration of wind velocity and will feel the temperature drop

yet another fifteen degrees or so. Keep in mind that none of this takes into account the wind chill factor caused by the now forty to fifty mile per hour winds (see the Wind Chill Table on p. 30). This effect is accompanied by the howl of the Wendigo which causes 1D6 SAN loss to those failing their SAN rolls. Those successfully making the required SAN roll still lose one point of SAN.

Soon, observers who make their Spot Hidden rolls will get a brief glimpse through the blinding snow of a huge humanoid being sprinting across the heavens and then coming to a rest just behind the aforementioned rise. What occurs there is unseen and the investigators are fortunate they are unable to hear the victim's screams over the wind. Investigators viewing this will lose 1D20 SAN, 1D6 SAN if they make successful SAN rolls. The entity then takes to the air and quickly fades from view.

Of course, for those who foolishly chase the sledge over the rise, a different fate awaits. They will almost certainly have the honor of viewing Ithaqua in his full glory up close and personal. The SAN loss for seeing Ithaqua is 1D10/1D100. An additional 1/1D8 SAN loss occurs as the investigators witness the dogs being crushed by the immense entity's landing and see Takpuk torn from the sledge and borne, still living and screaming, back up into the sky.

If any of the impertinent investigators so much as attempts to interfere, they will suffer the same fate as the sacrifice. Those investigators who are carried off will each be transformed into a Child of the Wendigo (see the Resources section, p. 15) to possibly re-appear later in the campaign as opponents.

For those who see Ithaqua come long-term consequences. Refer to the section entitled "About Ithaqua" on p. 14 for more information.

Just what the investigators do after this event is up to them, but once Ithaqua departs, the winds will die down and the temperature will return to normal. Those surviving this encounter will take one hit point of damage due to the foul weather brought by Ithaqua unless they make successful CONx4 rolls.

Finally, if any investigators were trussed up and sent on the sledge as a sacrifice, seeing his/their fate(s) will cause all to lose another 1/1D6 SAN. Note that it is possible that Ithaqua could end up landing in the middle of the Blue Seal clan camp if the investigators attack just as the sledge is about to be driven from the compound. In this case, both the investigators and the Inuit would suffer as an enraged Ithaqua rampages throughout the area as retribution for a poorly performed ritual.

Here is one final note on the ritual of November 17. If the Keeper wishes, it is certainly appropriate to change the date of the ritual in order to give the investigators a greater chance of encountering it. Since they may be slow in their investigation and travel may be hampered by poor Land Navigation rolls and foul weather, the ritual could occur in the early days of December.

Blue Seal Actions

If at any time the Blue Seal clan, for whatever reason, finds out the investigators are interested in the Gnoph-Keh, then after the aforementioned ritual is successfully completed, they will inform Ithaqua who then is likely to send the Gnoph-Keh to the expedition's camp. There, it will use its special powers and abilities (fully described in the section on the Gnoph-Keh — lowering the temperature and conjuring up a blizzard are two examples) to harass and eventually destroy the expedition. This will prevent cowardly or lazy investigators from merely holing up in the base camp in the faint hope everything will magically turn out okay. This is one tactic available to Keepers to force investigators to take action. Of course, it is rather drastic since in this case they will be eventually forced to exit the structure and confront the Gnoph-Keh.

One advantage the group has is that the sled dogs will be aware of the creature's presence within a few hundred yards and will react by acting in a nervous manner (whining, pacing, etc.) or even attempting to flee. If the Gnoph-Keh ends up orbiting the base camp, one of the first things it will do is frighten off and/or kill the sled dogs (which are not normally chained and are kept in an open shelter).

The Red Caribou Clan

This clan is the best source of aid to the investigators in this scenario. Its members possess the knowledge and magic capable of countering both the Gnoph-Keh and Ithaqua. Unfortunately, the survivors are at an unknown location and are difficult to find. If the group can rescue Takpuk from his Blue Seal captors, then finding the Red Caribou clan becomes merely a trek to their place of hiding. However, another way of finding the Red Caribou exists.

A search of their old camp may prove to be productive. A cursory inspection will reveal only abandoned (but mostly-intact) igloos, broken or useless equipment, and over two dozen bullet-riddled, frozen corpses. The killers looted the camp and took most items of any value or usefulness. Bodies and debris are all covered by snow and any thorough search will take at least one hour and probably more like three or four. If only the igloos are searched, this activity may take only an hour or so.

A thorough search will reveal that the murderers did not take everything of value since there are a number of objects which were apparently overlooked or dropped. Characters here should each be permitted to make three Spot Hidden rolls, but only one if a cursory search is made. The one who makes the lowest successful roll on the first roll will find the shaman's igloo containing most of his magic paraphernalia. Any of the anthropologists in the group will recognize this unless they miss an Anthropology, Occult (at 20% of the normal chance), Inuit Occult, or

The Red Caribou Clan

Very few members of this Inuit group survived the attack of the Blue Seal Clan. The few survivors whom the investigators have a chance to meet are profiled below.

	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	HP	DB
#1:	10	16	12	12	9	14	8	4	55	10	+0
#2:	11	12	13	13	6	10	10	6	46	12	+0
#3:	12	11	11	16	8	12	12	3	50	14	+0
#4:	12	9	14	14	12	11	10	4	48	12	+0
#5:	11	14	12	13	14	11	11	5	45	12	+0
#6:	14	12	12	12	12	12	11	5	49	12	+1D4
#7:	13	13	15	14	10	13	11	3	60	13	+0
#8:	15	11	11	12	10	15	12	4	62	12	+1D4

Education: no formal education

Skills Common To All: Bargain 40%, Boating 40%, Climb 60%, Conceal 50%, Cthulhu Mythos 4%, Dodge 10%+(DEXx2), Drive Sled/Sledge 45%, Hide 50%, Ice Fishing 50%, Jump 30%, Listen 50%, Inuit Occult 60%, Land Navigation 55%, Sneak 50%, Spot Hidden 65%, Swim 40%, Throw 40%, Track 50%, Arctic Zoology 40%

Languages: English 20% (spoken only), Inuit 65% (spoken only)

Attacks:

#1: Rifle Attack 50%, Fighting Knife Attack 60%, Fist/Punch Attack 60%
#2: Spear Attack 45%, Large Knife Attack 40%
#3: Spear Attack 45%, Hatchet Attack 50%, Fist/Punch Attack 65%
#4: Spear Attack 55%, Large Knife Attack 35%
#5: Shotgun Attack 50%, Large Knife Attack 70%, Small Knife Attack 55%, Fist/Punch Attack 70%, Kick Attack 35%
#6: Spear Attack 60%, Fighting Knife Attack 40%, Fist/Punch Attack 55%
#7: Spear Attack 40%, Fighting Knife Attack 45%
#8: Spear Attack 35%, Pick Axe Attack 55%, Fist/Punch Attack 65%

Firearms:

.30-06 bolt-action rifle (2D6+4 damage): #1
Whitney Phoenix 14-gauge side-loading shotgun (3D6+1/1D6+1D4/1D5 damage per shot, one shot capacity): #5

Spells Common To All: Banish Gnoph-Keh, Dismiss Sila

Notes: The above group is all male except for #2. They are currently leaderless though any one of them can lead the casting of Banish Gnoph-Keh and Dismiss Sila. All know the way to the casting site on King William Island and while they lack dog teams, they are otherwise well supplied from their hidden cache. Finally, the aforementioned 14-gauge shotgun is using poor quality handloaded ammunition which gives it an extra 15% chance of misfiring per shot.

Knowledge roll (a kind Keeper will allow more than one or even perhaps all of these rolls to be attempted).

Of course, if no one makes the first Spot Hidden roll, the igloo's contents are not recognized for what they are and the investigators will miss out on a major clue. A search among the shaman's belongings will reveal many of the common items used in Inuit magic (clay vessels, pieces of animal hide, etc.) including a broken Soul Stick which is further described in the Inuit magic section (pp. 27-28).

The body of the shaman is also in here. Much of his head is gone, apparently from a shotgun blast fired from close range. However, if these remains are searched, an amulet can be found around his neck. It appears to be a small, sealed, clay container on a leather thong. An anthropologist in the group or anyone making a successful Inuit Occult roll (or normal Occult roll at 20% the normal chance) will recognize this to be a magical amulet, but the specific type cannot be determined. Wise investigators will take possession of this "Amulet of the Friend" (see p. 27) for it will be a link between them and the dead shaman's "helping spirit." If broken, it loses all power it may have had, a fact anthropologists and ethnologists who are present should know (with the appropriate skill roll).

Meeting the Red Caribou

Regardless of how the investigators manage to find them, the Red Caribou clan can provide perhaps the best solution to taking care of the Gnoph-Keh. Under normal circumstances, they might have left the area completely after the massacre, but they know the Gnoph-Keh is on the loose and feel obligated to stay and combat it as their ancestors have done for uncounted generations. Due to the massacre, they lack sufficient numbers to cast Banish Gnoph-Keh and Dismiss Sila. The former spell requires ten people to be able to cast it and it must be used near the lair or origin of the creature. In this case, there are only eight survivors and the spell must be cast somewhere near the center of King William Island where the creature is believed to be from.

The survivors have been at a secret camp since the Blue Seal clan attack. This camp is essentially a hidden cache of supplies which was emplaced years ago in the event of unexpected disaster. What few attempts they have made so far among the local Inuit to recruit people to assist them in casting Banish Gnoph-Keh have failed due to fear of the Blue Seal clan and the Gnoph-Keh. They will be thrilled if the investigators offer to assist them with the spell, but are

unlikely to request such assistance unless some of them demonstrate a working knowledge of the Inuit language.

Ending the Adventure

Travelling with the Red Caribou clan to King William Island is a difficult journey over a wind-swept, frozen landscape and ocean. Assuming they are properly equipped and weather conditions are bearable, the investigators can travel 20-30 miles per day using sledges and dog teams.

While on the ice, each runs the risk of falling through a concealed fissure and being injured or even killed. For each day of travel on the ice, each member must make a Luck roll. If this roll is fumbled, the unfortunate victim plunges through the thin layer of snow and ice covering the crack. Such a fall is usually no more than ten feet and results in 1D6 hit points damage. A Jump roll is permitted in order to negate some or all of the damage, but if it is fumbled, the damage inflicted is doubled and the victim has a broken leg, concussion, or other such debilitating injury. If a second Luck roll is failed, the victim has plummeted into the freezing ocean below and risks drowning and hypothermia. Worse yet, the crack may close due to ocean currents thus trapping or crushing the victim. A third fumbled Luck roll indicates the fissure will close in 1D10+2 rounds. The victim can be rescued by his companions as long as they are suitably equipped and act decisively and competently.

Throughout the trip, the weather poses a more chronic danger. Every two days, each character, including the NPCs, must make a successful CONx5 roll or take 1D2 hit points damage due to frostbite and exposure. If more than two of these rolls are missed, then a Luck roll must be made for each failed CON roll after the first two. For each missed Luck roll will be an appropriate medical consequence (facial scars, lost fingers and/or toes, etc. — Keeper's choice). A fumbled Luck roll will result in the eventual loss of an entire foot or hand or whatever. The Keeper should allow First Aid rolls to be attempted per injury. Successful rolls negate the damage unless it is due to a fumbled Luck roll whereupon it is reduced to a lesser severity. Only one First Aid roll may be attempted per injury, but due to the nature of cold weather injuries, such rolls generally do not have to be attempted immediately. Note that this inclement weather only applies in the area of King William Island and is the result of the influence of Ithaqua. This also assumes each person is appropriately dressed. If not, the negative consequences increase drastically.

As if the weather and possibly unstable ice aren't enough, the possibility of an encounter with the Gnoph-Keh will be foremost on the investigators' minds. Fortunately, the dogs will announce the presence of the Gnoph-Keh with nervous, jittery behavior, but the group will be at a great disadvantage if they travel to this area without any knowledge of what they are up against. This is unlikely to occur unless a few go there on a field trip early in the scenario before they have a chance to question local Inuit or the Red Caribou clan.

The Amulet of the Friend

The life of the investigator possessing this amulet (found in the ruins of the Red Caribou clan — see pp. 49-50) definitely becomes more complicated at this point. The first night he has it, if he makes a successful POWx5 roll, he will have a dream about a large bull caribou (the "helping spirit" in this case is the spirit of a caribou) trotting across a snowy wasteland toward him. The caribou will stop almost within reach and look at the investigator. He can literally feel the warm breath of the creature which seems somehow otherworldly, but is in no way threatening.

The next time he sleeps, the investigator will again have this dream (assuming he again makes a successful POWx5 roll) and it will start where it left off, with the caribou staring at him. This time, the caribou will speak, in Inuit, to the dreamer. If he lacks Speak Inuit skill or fails to make a successful Speak Inuit roll, the caribou will appear to get aggravated and will trot off. If the investigator does manage to communicate with the beast, it can tell him in a roundabout manner that the Red Caribou clan still exists and must be found or the great evil in the land will triumph. The investigator will awaken before the "helping spirit" can tell him where they are.

The next dream the investigator has (again, after a successful POWx5 roll) will start where the last left off. The caribou will tell the investigator to "...follow the tracks for three days and seek the mound." After that, the investigator will no longer have any dreams.

Once he awakens, a check of the area will show a line of caribou tracks leading in the direction of the Red Caribou clan's secret camp. The tracks go for one hundred yards or so, but it is enough for someone with Land Navigation skill to steer by. Every time the investigators camp, a fresh set of tracks will again be found outside of camp for them to steer by. In this way, the investigators should be able to reach the secret camp eventually even if they miss a number of Land Navigation rolls.

If any of the aforementioned POWx5 rolls are fumbled, the consequences are unpleasant to say the least. The dream will be interrupted by the sudden, unexpected flight of the caribou accompanied by the dimming of all the stars in the sky. Suddenly, a fearsome entity appears on the horizon. It is none other than Ithaqua the Wind-Walker sprinting across the heavens. This mind-blowing sight will cause the investigator to awaken screaming from this nightmare and to lose 1D6/1D20 SAN. There are no ill effects for merely missing one of the POWx5 rolls; the roll must be fumbled for this unnerving vision to occur. In addition, if none are missed, none are fumbled, and at least one is made at 20% of the normal chance of success, the dreamer gains 1D6 SAN from the comforting presence of the "helping spirit."

For an investigator who could not or failed to communicate with the "helping spirit," all is not lost. The tracks will still appear outside of camp, but may be ignored unless someone realizes that caribou do not exist this far north during the winter (a Zoology or Idea roll is appropriate). At the conclusion of this scenario, regardless of the outcome, the amulet loses whatever power it had and becomes a mere curiosity.

Banishing the Gnoph-Keh

Upon arrival at the site where the spell Banish Gnoph-Keh must be cast, the investigators should take precautions against an attack by the Gnoph-Keh. If they do not, the Inuit will suggest they do since in the past, the creature has been known to attack the spellcasters. Exact precautions are up to the investigators, but at the very least guards should be posted unless everyone is involved in casting the spell. The Inuit can provide no suggestions since only their late shaman and a few of their other now dead elders knew specifically what was done in the past. The investigators may end up buying time with their lives if the beast shows up on the scene.

Once the Banish Gnoph-Keh spell is begun, if the beast is in the area, it will do everything in its power to stop the ritual. This will probably involve an extremely violent rampage where the Gnoph-Keh attempts to kill everyone as quickly and ruthlessly as possible. This tactic is not possible, however, if the ritual has already been started.

If it is not close enough to directly intervene or if the ritual is already in progress when it arrives, the Gnoph-Keh will attempt to Call Ithaqua and ask its master to get involved. If the spell is successful, Ithaqua will agree to pay the impertinent expedition members and Red Caribou Inuit a visit. Their best course of action probably is to cease casting the Banish Gnoph-Keh spell and begin casting Dismiss Sila. This is, of course, easier said than done. If successful, they may again begin casting Banish Gnoph-Keh, but the delay may have been enough to allow the creature to arrive on the scene.

The Keeper during such a scene must take great pains to emphasize the severe consequences of any decision in addition to providing a detailed description of events as they occur. Rather than merely march through action after action, the stark nature of the environment, shocking changes in weather, and the shadowy threat of the ever-present Gnoph-Keh must be emphasized in order for this — the climax of the adventure — to succeed.

Aftermath

The Dead Of Winter does not end with the banishment or destruction of the Gnoph-Keh. The expedition members have a number of options they may exercise before the expedition ends as scheduled in June of 1929.

The Blue Seal clan is still a source of danger to the investigators and everyone in the area if they have not already been dealt with. The Keeper must determine their actions which, of course, are greatly affected by what resources are available to them and by what has happened so far in the scenario. In general, they will not hesitate to use violence, if it is deemed necessary. Only the death of Dyenen will neutralize the Blue Seal clan.

The investigators may wish to make a search of King William Island once they believe they are safe from the depredations of the Gnoph-Keh and/or Ithaqua. Such a search may be to find the rumored lair of the creature or perhaps to find artifacts from and remains of the Franklin Expedition. Whatever the reason, the island does have some secrets which can be uncovered.

First, debris left over from the Franklin Expedition camps can be found on the northern and southern shores, but such debris will be covered with snow much of the year. This debris can keep the archaeologists in the group busy for weeks.

Second, a low cairn of stones can be found hidden between two narrow rock outcroppings near the north shore. This has been overlooked for decades by both European searchers and Inuit hunters. Buried within it in a sealed metal cylinder are papers from the Franklin Expedition logs detailing what had occurred up to the time the men had reached King William Island. Note that this was emplaced prior to their tragic encounter with the Gnoph-Keh. These papers are of great historical importance and have been sought-after ever since the disappearance of the expedition. It was believed that local Inuit had already found them and, not realizing their significance, destroyed them. They give the last known position of the *Erebus* and *Terror* and describe the condition in which they were left (see "The Gnoph-Keh's Lair," below). To find the cairn the searcher(s) must first be looking in the correct part of the island and then must make a successful Spot Hidden roll at 20% of the normal chance. One roll is allowed per searcher per day. Any searcher who finds the cairn must still make an Idea roll to recognize it and realize its significance.

Third, the lair of the Gnoph-Keh can be found north of the center of the island. It is located in a well-hidden cave which is covered by snow most of the year. Its contents are described in the next section. Finding it is very difficult. Each searcher looking in the correct part of the island may make a Spot Hidden roll at 10% of the normal chance. If the entrance is covered with snow then it is not possible to find the lair at all unless the group is taking special measures to accommodate this. Of course, if the investigators possess and are correctly using the Seeking Knife (see Dyenen's description at the end of this prologue), it is only a matter of time before the lair is found.

The Gnoph-Keh's Lair

A simple cave, perhaps dug out long ago by the Gnoph-Keh, the lair contains a number of interesting tidbits. First, equipment and a few bones from prior victims can be found scattered about the cave. Typical items include rended overcoats, broken harpoons, and small tools. While most is of Inuit manufacture, some is of European design and an archaeologist familiar with the Franklin Expedition can confirm that most such items belong to that ill-fated group.

Of greatest importance is a leather satchel containing the Journal of Seaman David Jones. This book is in remarkably good condition and is an account of the progress of the expedition until their arrival at King William Island. The final pages are disturbing, telling in great detail of how the crew was being stalked by a hideous beast of immense proportions. A SAN roll is required for any reader to avoid losing one point of SAN. This document is, of course, of great historical importance though some will undoubtedly question its authenticity or the sanity of the author. It even provides in great detail the last known location of the *Erebus* and *Terror* and states that the *Erebus* was still upright and always kept ready for sailing despite its location high atop an ice floe. The nearby *Terror* had settled on its starboard side and had been stripped somewhat for materials. Before leaving, the crews sealed the *Erebus* from the outside using pitch, tarpaulins, and sailcloth. This information about the ships can also be found in the pages from the expedition log previously mentioned.

Of greatest interest to the investigators is the Gnoph-Keh itself. If it was banished, they will have quite a bit of difficulty with this cave. When banished, it was not just put to sleep. Instead, it was forced into a large, icy, crystalline cell where it must remain for twenty years ±1D4 months.

The cell is SIZ 40 and has hazardous effects upon any nearby life forms. It is extremely cold and anyone who touches it, regardless of whether or not he/she is wearing gloves or protective clothing, will immediately take 1D6 damage and have a severe case of frostbite.

If the victim for some reason does not remove his/her hand from the cell, then 1D4 hit points of damage is inflicted per round until death occurs or the appendage is removed as the heat is quickly drained from his/her body. For a victim suffering from frostbite caused by touching the cell, the injury must be treated by someone with at least 50% First Aid skill. If this roll is successful, the victim will lose 1D4 fingers, but otherwise recover full function of the other(s). If the roll succeeds at less than half of its normal chance, the victim loses only 1D2 fingers and may make a Luck roll per lost finger to see if that one is also saved. A First Aid roll succeeding at 20% of its normal chance saves all fingers and prevents all long term effects. Finally, if the roll is fumbled, the victim loses the entire hand and takes another 1D6 damage. If the roll is merely missed, the victim loses all fingers, but not the hand. Note that any amputations done should be performed by a medical professional in the appropriate environment and with the appropriate tools. Otherwise, further medical consequences may arise with infection and gangrene being at the top of the list. Due to the nature of cold injuries, frozen appendages do not necessarily have to be treated immediately, but of course, the sooner the better. The Keeper should assign the appro-

priate consequences to someone who rubs a frozen appendage to stimulate circulation (a bad idea for those who enjoy having their skin remain attached to their bodies) or who allows an appendage to thaw then refreeze.

Touching the cell is not the only danger it poses. It also drains heat from everything within one hundred feet regardless of protective clothing and intervening barriers. The result is that each person and animal within the radius of effect must make a CONx5 roll every round to avoid losing one hit point. Those who lose half their remaining hit points or more from this effect begin to suffer from the effects of frostbite and exposure. The specifics are up to the Keeper, but victims who remain too long are likely to lose fingers, toes, ears, noses, etc. unless they have a good doctor. Intelligent investigators will work in shifts to examine the cave's contents.

Having discovered the apparent prison of the Gnoph-Keh, they will have to decide what next to do. The cell is indestructible by any means except when an Elder Sign is placed or etched on it. When one is applied to it, it will instantly freeze to the cell and cannot be removed. For the next several rounds will be mere silence, but then a quiet crackling sound can be heard coming from the cell. The sound will increase in volume until it is quite deafening.

In the fourth round after the sound is first heard, the cell explodes, destroying itself, its contents (unless the Gnoph-Keh can survive 10D10 hit points damage — ignoring armor—as shards fly into and through its comatose body), the Elder Sign, and everything in the cave. Investigators foolish enough to be in the cave at the time of the blast each take 10D6 hit points damage from the shrapnel, turning their bodies into a hamburger-like substance. These fragments are enchanted making Flesh Ward and similar defensive spells useless.

In the event the investigators have no Elder Sign (one is not conveniently provided anywhere in this scenario), they will have to come up with alternatives. If they do not want to leave the cell where they found it, they can move it, but must take into account the effects of the cell on living tissue as well as the size of the load. Just removing the cell from the cave necessitates a fair amount of excavating requiring the appropriate tools, materials, manpower, and expertise. The logistics of moving it are not easily hurdled, but investigators will, no doubt, overcome this obstacle.

What to do with the Gnoph-Keh

Now that the investigators have the ice cell, they must decide what to do with it. If their objective is to destroy it or get rid of it, after blow torches, explosives, acid, axes, and other mundane tools fail to have any effect, they may choose to dump it into the ocean. While the cell is in no way buoyant, it will freeze the water around it and soon float to the surface. As a result, this decision is poor since the cell could conceivably end up in the North Atlantic and run aground in a very inconvenient or awkward place such as Iceland, Newfoundland, New England, or even the British Isles after only a few short years.

The more scientific types among the expedition members may argue that the cell must be taken to Canada or the United States for further study. This is fine until the Gnoph-Keh escapes twenty years later. Remember that the spell banishes the creature for twenty years *plus or minus one to four months* and the spell may not be cast ahead of time. The creature must first escape the cell before the casting can begin and during this time it can wreak much havoc. The investigators should not be aware of the variation in the spell and due to their ignorance may permit the release of the beast in a heavily populated area. If the cell is transported to a warm climate, it is not affected by it, but the Gnoph-Keh will be when it escapes. If, for example, the investigators sent the cell to Manaus, Brazil, a city deep in the Amazon River basin, the Gnoph-Keh would be extremely uncomfortable in the hot and humid environment. It would seek out the nearest climate type compatible with its lifestyle. In this case it would be high up in the Andes Mountains where it would establish a new lair thus changing the casting point for the banishing spell. In the process of making its way there, it would refrain from its normal pattern of attacks and kill only those who interfere with it or those it considers a threat. The Gnoph-Keh knows by instinct where the nearest agreeable climate is and will not waste a lot of time combing an entire continent for its objective. Of course, clever investigators may take the cell to a tropical south Pacific island in order to have a safe place in a remote area to conduct their studies. Life for the Gnoph-Keh in this case would be extremely complicated, not to mention miserable. If the island has no high, snow capped mountain or volcano, the creature may attempt to swim or attempt to cultivate human servants or followers, perhaps even from among the investigators. Such individuals would hopefully be able to arrange transportation for the beast to a cooler climate. How long the Gnoph-Keh can last in a warm climate is up to the Keeper.

Finally, if the United States or Canadian government find out about the imprisoned Gnoph-Keh, the cell may become the object of military research. In an extreme case, it could be confiscated and never heard of again. Of course, all relevant documentation will conveniently disappear and the investigators will be warned to speak of the matter with no one. Any who do will be laughed at by the press and scientific community and suffer the appropriate financial and professional consequences. These same investigators may be contacted by the government twenty years later to again combat the creature if for whatever reason the government does not have the Banish Gnoph-Keh spell or fails to realize its significance. The Gnoph-Keh's sheer strength and supernatural nature give it an excellent chance to break out of most man-made cages or prisons.

SAN Rewards And Penalties

Action	Result
Kill the Gnoph-Keh	+1D10 SAN
Banish the Gnoph-Keh	+1D8 SAN
Neutralize the Blue Seal clan	+1D4 SAN
Dismiss Ithaqua	+1D10 SAN
Abandon expedition	+1D4 SAN
Leave the Gnoph-Keh alive & active	-1D8 SAN
Receive permanent crippling or disfiguring injury	-1D4 SAN

Stats

If a small group of investigators is involved, the Keeper may have to introduce NPCs of his or her own creation in order to fill in all required positions in the expedition. No anthropologists or archaeologists are given here since those positions are the most likely ones to be wanted by players. In the event a player is not interested in generating his/her own character, one of these may be used.

Dr. Cornelius Brand, expedition physician
Nationality: American

STR	11	DEX	14	INT	16	CON	12
APP	11	POW	13	SIZ	14	EDU	18
SAN	43	Luck	65	HP	13	Age	43

Damage Bonus: +1D4
First Appears: base camp on the Adelaide Peninsula
Education: M.D., Ph.D. (Psychology) from Harvard University
Skills: Biology 15%, Chemistry 11%, First Aid 69%, Forensics 24%, Library Use 36%, Medicine 58%, Pharmacy 57%, Psychology 80%, Psychoanalyze 62%, Spot Hidden 52%, Zoology 10%
Languages: English 91%, French 20%, Latin 20%
Attacks: none above base skill
Notes: Dr. Brand is the expedition's medical doctor and is responsible for keeping everyone in good health. He is also here to observe the effects of isolation on humans. Unfortunately, no one was assigned to watch him and of everyone, he is suffering the most from prolonged isolation. Recently, he has become very high strung and jumps at the slightest provocation. In addition, his temper has become quite short.

Dr. Jason Decker, zoologist and expedition member
Nationality: Canadian

STR	12	DEX	14	INT	15	CON	13
APP	14	POW	14	SIZ	14	EDU	19
SAN	68	Luck	70	HP	14	Age	37

Damage Bonus: +1D4
First Appears: base camp on the Adelaide Peninsula
Education: Ph.D. in Zoology from Boston University
Skills: Bargain 30%, Biology 20%, Boating 29%, Botany 20%, Cartography 34%, Conceal 61%, Climb 51%, Drive Sled/Sledge 43%, First Aid 45%, Hide 52%, History 25%, Jump 40%, Medicine 17%, Land Navigation 44%, Library Use 34%, Listen 59%, Photography 33%, Ride 25%, Sneak 60%, Spot Hidden 71%, Swim 43%, Taxidermy 67%, Throw 35%, Track 50%, Zoology 78%
Languages: English 95%, French 70%, Greek 5%, Inuit 30% (spoken only), Latin 12%
Attacks:
Rifle Attack 40%, 2D6+4 damage (Mosin-Nagant rifle)
Fist/Punch Attack 55%, 1D3+db damage
Fighting Knife Attack 32%, 1D4+2+db damage (large hunting knife)
Notes: Dr. Decker is a renowned zoologist who has spent over ten years studying the Canadian tundra and its wildlife. The current project is only the most recent in a long list of expeditions. A handsome and likable man, Decker carries his personal Mosin-Nagant M1891 7.62mm bolt-action rifle and several extra five-round clips whenever outside in the hope of bagging a caribou, musk ox, or seal for supper. If asked about his rifle, he will explain that the Russian-made weapon is more reliable in cold weather than other weapons of its type. For all intents and purposes, its performance is the same as that for the Springfield M1903 .30-06 bolt-action rifle which is common throughout the campaign. By the beginning of *The Dead Of Winter,* he has collected a wide variety of fauna samples and almost every room in the main building of the base camp contains some product of his efforts at taxidermy (stuffed ducks, arctic foxes, etc.). If he survives this scenario, he will almost certainly want to continue on with the investigators. Of all the NPC expedition members portrayed here, Decker will probably play the greatest role, especially in the long term.

Dr. Christopher Hamilton, geologist and expedition member
Nationality: English

STR	11	DEX	10	INT	14	CON	13
APP	13	POW	12	SIZ	13	EDU	18
SAN	65	Luck	65	HP	13	Age	37

Damage Bonus: +0
First Appears: base camp on the Adelaide Peninsula
Education: Ph.D. in Geology from Cambridge University
Skills: Cartography 52%, Chemistry 45%, Climb 70%, Drive Sled/Sledge 26%, First Aid 34%, Geology 65%, Jump 65%, Library Use 35%, Listen 31%, Persuade 20%, Ride 25%, Spot Hidden 48%, Throw 43%
Languages: English 94%, German 40%, Latin 19%
Attacks:
Shotgun Attack 45%, 4D6/2D6/1D6 damage (expedition shotgun)
Fist/Punch Attack 70%, 1D3 damage
Notes: Dr. Hamilton is a capable geologist who is currently processing numerous ore samples to determine their content and value. He privately hopes to discover gold, but has failed thus far, having found only coal in significant quantities.

David Horning, handyman and expedition member
Nationality: Canadian

STR	16	DEX	12	INT	12	CON	14
APP	12	POW	12	SIZ	15	EDU	12
SAN	50	Luck	60	HP	15	Age	22

Damage Bonus: +1D4
First Appears: base camp on the Adelaide Peninsula
Education: grade school
Skills: Drive Sled/Sledge 26%, Electrical Repair 67%, Jump 30%, Listen 31%, Mechanical Repair 68%, Operate Heavy Machine 63%, Spot Hidden 66%, Throw 38%, Woodcraft/Carpentry 46%
Languages: English 65%, French 10%
Attacks:
Fist/Punch Attack 70%, 1D3+db damage
Kick Attack 53%, 1D6+db damage
Small Club Attack 40%, 1D6+db damage (any small tool)
Notes: Mr. Horning is a handyman who keeps the base maintained. He operates the radio, repairs the generators and other machinery, and maintains the structure. A talkative young man, he uses humor to break the ice and keep tensions down. David became adept at using small club-like objects, such as wrenches and pry bars, as weapons when he was a teenager on the streets of Ottawa. He does the least travelling outside the camp since his duties generally confine him to the buildings.

Poo-yet-tah, Inuit guide and expedition member
Nationality: Inuit

STR	12	DEX	12	INT	12	CON	15
APP	9	POW	14	SIZ	11	EDU	10
SAN	66	Luck	70	HP	13	Age	26

Damage Bonus: +0
First Appears: base camp on the Adelaide Peninsula
Education: no formal education
Skills: Bargain 42%, Boating 50%, Biology 20%, Climb 65%, Conceal 49%, Drive Sled/Sledge 77%, Hide 64%, Ice Fishing 55%, Inuit Occult 36%, Jump 53%, Listen 62%, Land Navigation 87%, Occult 10%, Sneak 66%, Spot Hidden 78%, Swim 40%, Throw 41%, Track 77%, Woodcraft 42%, Arctic Zoology 30%
Languages: English 63% (spoken only), Inuit 75% (spoken only)
Attacks:
Rifle Attack 48%, 2D6+4 damage (expedition rifle)
Fighting Knife Attack 50%, 1D4+2 damage (bowie knife)
Spear Attack 31%, 1D6+1 damage (spear or harpoon)
Notes: Called "Charlie" by some other expedition members who are too lazy to deal with his lengthy name, Poo-yet-tah is a hunter from eastern Alaska, but is able to act as a guide and liaison with Inuit throughout the Arctic. He is quiet and says little unless directly addressed. Privately, he is unconcerned with the success or failure of the expedition, but when strange things arise, he could become one of the most dedicated members. He is adept with a dog team and is responsible for the care of all of the dogs. A sharp bowie knife can always be found in a scabbard on Poo-yet-tah's belt. Like Decker, he will probably wish to continue on with the investigators after the conclusion of *The Dead Of Winter* and should play a significant role.

Dr. Alan Scovill, botanist and expedition member
Nationality: American

STR	12	DEX	10	INT	14	CON	12
APP	11	POW	11	SIZ	12	EDU	18
SAN	51	Luck	55	HP	12	Age	31

Damage Bonus: +0
First Appears: base camp on the Adelaide Peninsula
Education: Ph.D. in Botany from University of Texas at Austin

Skills: Biology 33%, Botany 69%, Chemistry 20%, Climb 42%, Cooking 60%, Drive Sled/Sledge 21%, Draw/Sketch 53%, First Aid 38%, Library Use 43%, Medicine 10%, Persuade 25%, Photography 60%, Spot Hidden 75%, Zoology 20%
Languages: English 93%, Latin 40%
Attacks: none above base skill
Notes: Dr. Scovill is a botanist who also serves as the group's artist, photographer, and cook. When not cataloging samples, he can be seen adding to his already voluminous collection of photographs and sketches of life in the Arctic.

Dyenen, chief and shaman of the Blue Seal Inuit clan
Nationality: Inuit

STR	14	DEX	14	INT	14	CON	14
APP	8	POW	14	SIZ	12	EDU	8
SAN	0	Luck	70	HP	13	Age	33

Damage Bonus: +1D4
First Appears: Blue Seal camp on the Boothia Peninsula
Education: no formal education
Skills: Bargain 60%, Boating 39%, Climb 55%, Cthulhu Mythos 21%, Dodge 44%, Drive Sled/Sledge 42%, Hide 58%, Ice Fishing 41%, Jump 43%, Listen 63%, Inuit Occult 67%, Land Navigation 53%, Sneak 66%, Spot Hidden 71%, Swim 38%, Throw 46%, Track 44%, Arctic Zoology 40%
Languages: English 30% (spoken only), Inuit 80% (spoken only)
Attacks:
Shotgun Attack 50%, 4D6/2D6/1D6 damage (12-gauge double barrel shotgun)
Handgun Attack 25%, 1D10+2 damage (.45 revolver)
Fighting Knife Attack 65%, 1D4+2+db damage (Seeking Knife)
Spear Attack 35%, 1D6+1+db damage (spear or harpoon)
Fist/Punch Attack 60%, 1D3+db damage
Spells: Call Ithaqua (Sila), Contact Gnoph-Keh, Voorish Sign, plus all of the spells provided in the section on Inuit magic
Special: Dyenen is in possession of an item called the Seeking Knife. This obviously old knife is not of local manufacture and is the equivalent of a dirk or bowie knife in combat. It is enchanted and has Mythos runes etched on the blade. If it is placed on ice then spun, it will always stop spinning with the blade pointing toward the nearest Gnoph-Keh lair. Dyenen incorrectly believes that it points toward the nearest Gnoph-Keh. It gives the holder an extra 10% to the chance of success when casting Contact Gnoph-Keh. Only tomes discussing the Gnoph-Keh have a chance of describing this obscure item.
Notes: Dyenen is the chief/shaman of the Blue Seal clan and provides most of the inspiration behind that group's activities. He considers himself to be a priest of Ithaqua though this may only be a figment of his twisted imagination. His demise would probably end any and all cult activities by this clan. If he survives *The Dead Of Winter,* he can crop up again later in the campaign and become a great problem. Throughout, he is an independent force, unaware of the Cult of Ithaqua and its overall plan. Circumstances could bring him into contact with them, however.

Takpuk, captured Red Caribou clan member
Nationality: Inuit

STR	14	DEX	14	INT	12	CON	15
APP	11	POW	12	SIZ	12	EDU	4
SAN	40	Luck	60	HP	14	Age	19

Damage Bonus: +1D4
First Appears: Blue Seal camp on the Boothia Peninsula
Education: no formal education
Skills: Bargain 36%, Boating 55%, Climb 54%, Conceal 61%, Cthulhu Mythos 6%, Dodge 44%, Drive Sled/Sledge 45%, Hide 51%, Ice Fishing 60%, Jump 33%, Listen 52%, Inuit Occult 63%, Land Navigation 55%, Sneak 54%, Spot Hidden 66%, Swim 50%, Throw 40%, Track 49%, Arctic Zoology 38%
Languages: English 45% (spoken only), Inuit 88% (spoken only)
Attacks:
Rifle/Shotgun Attack 33%, damage is dependant on what weapon is obtained
Fighting Knife Attack 31%, 1D4+2+db damage (bowie knife)
Spear Attack 58%, 1D6+1+db damage (spear or harpoon)
Fist/Punch Attack 61%, 1D3+db damage
Spells: Banish Gnoph-Keh, Dismiss Sila
Weapons: Takpuk, of course, has no weapons initially and is dependant on what he can obtain or what the investigators provide him.
Notes: If Takpuk is rescued from the camp of the Blue Seal clan, most problems the expedition may face due to mistrust, language barriers, cultural differences, etc. may be avoided. While he is in no way a leader, Takpuk can serve as an excellent liaison between the investigators and the Red Caribou clan survivors.

D. F. T W I L L E R

CHAPTER ONE

Into the Realm of the Wind-Walker

When last we left them, our stalwart investigators were busy combating the servants of Ithaqua in Canada's northern wastes in the vicinity of King William Island. Having hopefully defeated or thwarted the Gnoph-Keh and local Ithaqua worshippers, the group has earned a long rest. On June 14, 1929, the survivors return to Toronto for the final stage of their commitment, the one month debriefing and transition period.

Keeper's Information

Unbeknownst to the weary investigators, their exploits have merely served to enrage the god Ithaqua. However, the public nature of their expedition combined with the presence of the Red Caribou clan has provided a measure of protection from this violent entity at least for the time being.

For centuries Ithaqua has sought to escape banishment imposed on him millennia ago by the Elder Gods. While he can take no direct action to free himself, he has gradually cultivated human and non-human servants in the hope that they eventually can travel to the Temple of the Winds where his life essence is imprisoned. So far, all efforts have failed, but with recent human technological advances comes the increased possibility of success. The recent activities of the investigators in the vicinity of King William Island have only served to foil the plans Ithaqua had for the Gnoph-Keh and the budding cult there. Not to worry, though...Ithaqua has plenty of other resources and followers and the actual impact on his plans is minor. The investigators have, however, earned his unending wrath and thus may suffer greatly in future encounters.

The Transition

Having just arrived in Toronto after two years in the Arctic, the investigators must now go through a transition period before returning to society. This readjustment and debriefing period is scheduled to last one full month. During this phase they are housed in a university dormitory where they may rest and heal, be debriefed, and receive psychoanalysis. The Keeper here should allow the investigators to make their skill checks from *The Dead Of Winter* if this has not already been done. After the first week, they may have the run of the university campus, but are generally accompanied by an escort (to fend off overzealous journalists, watch for an unforeseen nervous breakdown, etc.). Once several days have passed, visitors are welcome unless specifically prohibited by the investigators. The group will at this point be besieged by journalists, scientists, and students requesting interviews. During their four week stay, all medical fees, including psychoanalysis, are covered by the university and government as are all living costs. At the end of the month of transition, the investigators may collect their pay and go on with their lives. Note that hard-headed investigators who refuse to participate in the transitional period forfeit *all* monetary bonuses since this was a part of the original agreement and is certainly not unreasonable.

Dr. Barrow

The above routine is, however, interrupted by an unexpected visitor named Dr. Alfred Barrow. On July 1, he approaches one or more of the investigators and rather than request an interview, asks for their assistance. In short, Dr. Barrow believes he has evidence of the existence of a creature in Alaska that is similar to the one encountered near/on King William Island and a cult which worships it. In a remote part of east-central Alaska, several hunters and a pair of government surveyors have disappeared and the pattern fits that set by the Gnoph-Keh in *The Dead Of Winter*. Local Inuit stories and legends describe, among other things, great creatures matching the general description of the Gnoph-Keh though scientists have often dismissed such talk as "...drunk Eskimos seeing polar bears."

Furthermore, Dr. Barrow claims to possess physical evidence of a Gnoph-Keh being present in that region, though he will refuse to reveal the evidence yet or even to describe it. Lastly, he has heard rumors that people in the region worship creatures such as the Gnoph-Keh and though they are not generally known to be violent, they are nevertheless still greatly feared by the natives. He has studied the information brought back from the Arctic and believes the survivors to be the closest things to experts on the Gnoph-Keh. Note that if they withheld information on the creature and made up some bogus story, it can be assumed that Dr. Barrow got the details from one of their NPC companions or from an unidentified Inuit witness.

Regardless, Dr. Barrow wants their assistance in an expedition designed to study the Alaskan Gnoph-Keh and

Barrow's Briefing

The initial detailed briefing will occur at the Toronto Hilton, after the group has been released from the transition period. If there are investigators who will not join the group until a little later, have the players sit in on the briefing anyway — Barrow will repeat it for them when the time comes, so you might as well take care of it now.

From a locked attache case, Barrow produces a portfolio of photographs, some laboratory reports, and handwritten notes. The photos depict a number of things. Some are of so-called "Gnoph-Keh footprints" while others are poor quality, showing a large, shadowy "creature" moving through a stand of trees.

Dr. Barrow tells of local Inuit and Indian legends involving monstrous supernatural creatures and deities. Recent disappearances, the latest in a long string of disappearances spanning several decades, are an additional indication that a dangerous predator may be on the loose (in actuality, almost all can be attributed to normal causes common in the frozen North).

Believing some of these to be based in fact, he hopes to photograph, document, study, and, if possible, *capture* what he believes is a rare and elusive creature. Failing this, the discovery of fossil remains or even a recently deceased carcass will be satisfactory. The first step is to interview local Inuit and Native Americans in an attempt to get an idea of where such a creature might be found. The second step is to travel to the location of the footprints in an attempt to find more and perhaps track the beast.

According to Dr. Barrow, the photographs were taken by associates of his. The first is Dr. Paul Christianson, a botanist studying Alaskan flora. While on an expedition to collect samples and document flora northeast of Anchorage, Christianson and his team stumbled across imprints in the ground which appeared to be reasonably fresh. The photographs show two impressions in the soil which seem to be giant webbed footprints. The measurements written on the back of each picture state that each was close to twenty feet in length and seven to eight feet in width. This is believable since in two of the pictures, Dr. Christianson is standing in one of the impressions and is a dwarf in comparison. It is obvious from their depth that a great weight once rested there.

At about the same time, one of Christianson's Inuit guides reported shooting a large creature prowling near the camp and though it escaped, blood and tissue samples were recovered from the ground. These were actually fabricated by the guide seeking bonus pay, but were taken anyway by the gullible Christianson to Anchorage where they were securely packaged and mailed to Barrow. Barrow sent them on to a friend at the University of Missouri, Dr. Nathan Newburg, who analyzed them.

Due to deterioration of the samples, the inadequacy of late 1920s forensic science, and minor bungling on the part of the analysts, the results indicate the samples to be organic and belonging to some unidentifiable animal. This only confirmed in Barrow's mind that something like a Gnoph-Keh must be roaming the Alaskan wilderness. The photographs were taken during July of 1928 (i.e. last summer) and since then, Dr. Christianson has supposedly returned to the United States. Prior to this, he discussed the matter with Dr. Barrow and gave him the photographs.

Any of the investigators who saw the Gnoph-Keh in *The Dead Of Winter* who now views the photographs will realize these

continued on next page

perhaps capture it. Failing that, killing it and stuffing it for a museum is an option that may be exercised (this was a standard practice of zoologists during this period; many zoologists were skilled taxidermists). Suspicious investigators making successful Psychology rolls on Dr. Barrow will realize his intentions are genuine and untainted by ulterior motives. Since Dr. Barrow is secretive, however, the investigators may still be suspicious of him and may be reluctant to join until after doing some background checks on him and receiving further briefings from him. The pay he offers should do much to convince them to join him, though.

Research in Toronto

Investigators who are on the ball will conduct research in Toronto. This sizable Canadian city (population of 778,498) possesses plenty of libraries and museums the group may find useful to visit. A number of interesting tidbits can be found in the University of Toronto library or perhaps in the city library.

For those looking for information on Dr. Barrow, a successful Library Use roll will unearth articles written by him in professional archaeology journals as well as commentary on these articles. From these, one can deduce that while Dr. Barrow is certainly an experienced archaeologist, he has spent much of his time chasing down legends and mysteries and could be called an occult or paranormal investigator (though he would be insulted by such a title). Past exploits include an unsuccessful search for live dinosaurs in the Belgian Congo, a failed attempt to prove the existence of the Loch Ness Monster, a brief and uneventful search for the fabled Tablets of Destiny in Iraq, and even a short-lived attempt to find a race of intelligent humanoid reptilians in the rain forests of Central America. Inquiries among archaeology and history professors at any decent university will turn up at least some who know of Barrow and his work. Most believe him to be competent, but see his efforts as a waste of time, materials, and funding.

Still more information is available at the library (requiring the usual successful Library Use rolls). First, background information on Alaska and its inhabitants can be found at both the university and city libraries. This information is provided in the Resources section and in the section entitled "Alaska in 1929" on page 62. Second, those looking for information on Inuit legends and religion concerning Alaska will find some disturbing things. After at least a full day of searching (this can be shortened through the coordinated use of multiple researchers), three dusty volumes collectively entitled *Obscure Deities of the World* are uncovered. The author, Samuel R. Bridgeman, was an English professor of anthropology who mysteriously perished several years ago near Navissa, Manitoba. The books catalog and describe in some detail many deities and

footprints are much too large to be those of a Gnoph-Keh unless the one they encountered was a mere youngster. Most likely, the footprints are either a hoax, an unusual result of natural erosion, or the prints of an entirely different creature (they actually belong to Ithaqua). The latter is, of course, extremely unlikely from the point of view of conventional scientists for how could a creature of such massive proportions remain unnoticed even in the remotest areas of Alaska? Those who later read Bridgeman's works (see "Research in Toronto" on the previous page) may remember the details about webbed footprints and thus be appropriately disturbed. If the players don't remember, the Keeper may allow Idea rolls to be attempted so their characters may recollect.

The other photographs were taken by a long-time friend of Barrow's named Alexander Dutton. This reporter for the Anchorage *Times* was the photographer on two of Barrow's expeditions before he moved to Anchorage and took the *Times* job. In May of 1928, Dutton went to Fairbanks to cover a story. After a week, his job there was complete and he then began the long trip by truck back home. Approximately halfway back, his truck had a flat tire and he was forced to stop to change it. As he proceeded with jacking up the vehicle and removing the tire, he had the feeling he was being watched. He then saw the source of his concern, a large form moving through the trees behind him. After quickly grabbing his camera, he managed to get a couple of pictures of his quarry before it moved beyond his sight. Whatever it was, Dutton did not believe it was normal. He safely returned to Anchorage and sent copies of the photos to Barrow who he knew would be interested.

Assuming the investigators agree to accompany Dr. Barrow, each will be paid $5,000.00 or his/her annual income plus 10%, whichever is higher. $1,000.00 is provided in advance with the rest paid at the conclusion of the expedition. Dr. Barrow will cover all expedition-related expenses and provide all equipment. He will not reimburse anyone for any personal effects brought along and subsequently lost, damaged, or destroyed.

Only two of the surviving non-player characters from *The Dead Of Winter* will express interest in participating barring any physical injury left over from their previous Arctic experience. Dr. Brand has had enough and expresses his desire to move to Florida and never see snow again. David Horning is merely eager to enjoy his earnings and has no desire to join another time-consuming expedition. At the Keeper's discretion, Dr. Hamilton and Dr. Scovill may choose to join, but otherwise will decline. Dr. Decker will certainly want to go even if he is injured in order to have another opportunity to study this strange Arctic predator. Poo-yet-tah will also go if for no other reason than the excellent pay.

Note that some of the investigators may agree with folks like Brand and Horning for those reasons or others. Despite the outstanding pay, some may feel that going on an expedition so soon is unreasonable. A vacation may sound better and some may just fear the possibility of encountering some nasty beast in the wilds of Alaska. Regardless of the reason, there is nothing wrong with such an attitude. These characters may step out of the campaign at this point and possibly return later as back-up characters when the body count mounts. Players selecting this option may generate new characters (with fewer restrictions than those from the Prologue) appropriate for the Barrow expedition. However, the Keeper should discourage the players from having all characters exercise this option since the knowledge and experience of some are important for the rest of the campaign.

Dr. Barrow has arranged for accommodations at the Toronto Hilton once they are done with the debriefing and transition period on July 14. On July 21, they leave on the morning train to Seattle.

supernatural entities from around the world, but an unusually large amount of space is devoted to legends, religions, and deities of the northern reaches of the North American continent and Arctic.

While Bridgeman treats most of the legends in a lively and entertaining manner, a certain god of the winds, Ithaqua, is treated with utmost seriousness. Moreover, Bridgeman draws comparisons from several deities: the Inuit god of winds and storms, Sila; the Babylonian storm god, Enlil; the Hittite god of storms, Tha-thka; the Japanese wind god, Susa-no-wo; and the Aztec god of the winds, Quetzalcoatl. His comparisons show disturbing similarities between these deities from vastly differing cultures.

Bridgeman implies that these gods — and, in fact, many wind and storm gods worldwide — are actually a single entity named Ithaqua. Phonetically, the name Ithaqua is similar to that of the abovementioned Tha-thka which Bridgeman further uses to support his case. In addition, both Sila and Tha-thka are known for having webbed feet, a trait Ithaqua is believed to possess.

Just where Bridgeman got the name "Ithaqua" from is not given in any of the volumes. The conclusion seems to be that while the worship of most other wind deities has faded away, the worship of Sila among the Inuit has never faltered. An Inuit legend may shed some light on this. Sila sometime long ago was engaged in a war against the Elder Gods. Just who the Elder Gods are is never actually dealt with or explained, but Sila was defeated and banished to the icy North forever. He has since wandered the northern reaches of the world pondering his situation and seeking a way out. Bridgeman concludes that if the Inuit legends are valid, they would account for why wind deities worldwide have faded from existence with the exception of Sila.

Any investigator reading Bridgeman's work who makes a successful Psychology roll will realize that he at least half-believed what he wrote. The undertones are clear. He was very serious when discussing Ithaqua and other wind/storm deities and was very methodical in his arguments. Wise investigators reading this will remember it since Bridgeman's theories are correct and they are the key to the entire scenario and ultimately the campaign.

Each volume takes one week to read and with each, a Read English roll may be attempted. If successful, the reader gains +1% Occult. If all three volumes are read and all the Read English rolls are successful, the reader gains an additional +1% Occult and +1% Cthulhu Mythos. There is no SAN loss for reading these volumes (optionally -1 SAN). If any or all of the Read English rolls are failed, the information is still gained, but the skill additions are not.

The investigators somewhere along the way may want to obtain these books. Since they are out of print and never achieved wide distribution (there was only one printing in 1921), this is difficult. Unless they steal the volumes they found at the library, their best option is to contact the

Alaska in 1929

Alaska during the period covered in this scenario is still a territory of the United States (having achieved that status in 1912) and is sometimes called "the Last Frontier" due to its vast unexplored or marginally explored areas. The 1930 federal census indicates the entire territory of Alaska had a population of 59,278, less than any state in the Union. Anchorage is one of several main population centers. Others include Juneau (the capital which even today can only be reached by ship and aircraft; no roads lead to it), Sitka (the world's greatest salmon producer and former capital), and Fairbanks. Except for the latter which is far inland, all have harbors. In 1920, the Alaska Historical Library and Museum moved from Sitka to Juneau and is an excellent source for information should the investigators wish to devote the extra travel time to visit there. It is not until World War II that a road was built to Alaska so the only means of travel there is ship and aircraft.

Despite the mass influx of miners during the Alaska gold rush that began in 1898 and centered in Nome and Fairbanks, it was quite a while before law and order followed. Most smaller communities lacked police protection and even some of the larger ones, such as Fairbanks, had only a weak police presence at best. Anchorage is the headquarters for the Alaska Railroad which was completed in 1923 and serves to bring supplies and goods to visiting merchant ships.

Alaska and British Columbia in the period in which this scenario is set were both inhabited by large populations of Native Americans. In addition to various Inuit groups, numerous tribes of Indians are scattered throughout the region. Most live off hunting and fishing, the latter being done at sea in magnificent boats measuring forty to fifty feet in length. Villages are generally near the mouths of swift mountain rivers and range in size from one hundred to one thousand inhabitants. While houses differ from tribe to tribe, all are square or rectangular, constructed of heavy wooden posts with cedar planking for walls and roofs. Totems are central to the religious lives of these groups and represent the people with a creature or spirit of some sort (the Salmon People, the Beaver People, etc.). The belief is not that they are descended from such animals, but that these have some sort of special significance (perhaps in tribal legends) in their lives and the lives of their ancestors. By the 1920s and 1930s, the arrival of Europeans, Canadians, and Americans had a great impact on the natives. Technology alone greatly impacted the people. Prior to the arrival of outsiders, metal was completely unknown except for the occasional natural copper nodule that, when found, was beaten into a ceremonial plate. In remote areas, native life may have been relatively undisturbed and local inhabitants may be of great help to investigators, especially if they are low on supplies and struggling to survive in the wilderness.

publisher by mail. *Obscure Deities of the World* is a product of Bigby Press of Ottawa, Canada and if this company is contacted, they may have a copy in inventory. For a copy to be available, the investigators must make a successful group Luck roll. The cost is $10.00 per volume and may be picked up in person at the company's offices. Alternatively, the volumes may be mailed for an additional fee of $1.00, but if a group Luck roll is fumbled, they will be lost and not make it to the investigators.

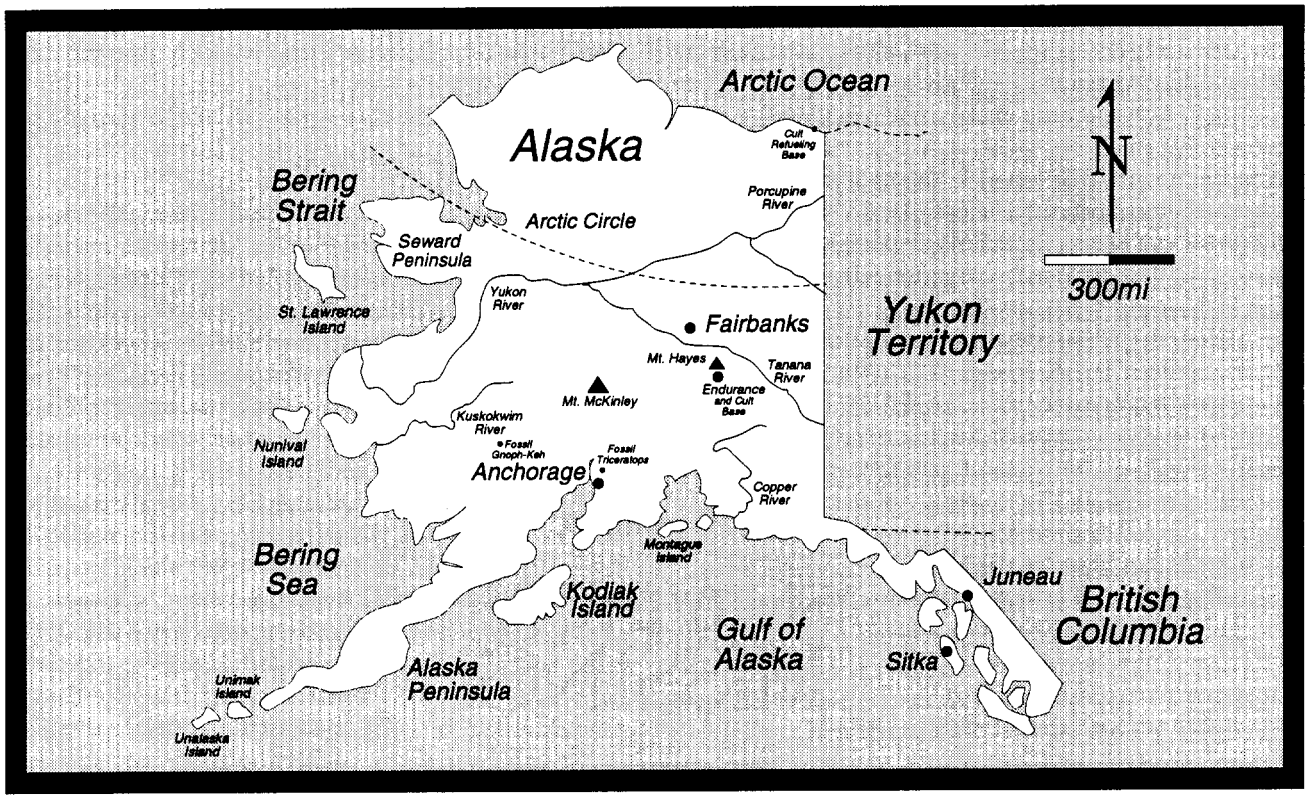
Onward and Upward

On July 21, the investigators and Dr. Barrow arrive at the Toronto train station and board the 6:30 A.M. train bound for Seattle, Washington. Here is where additional investigators may be introduced, if necessary. They could easily have been recruited by Dr. Barrow by now or be old associates of his. In addition, new characters are not limited by the requirements of the expedition in *The Dead Of Winter* (i.e. there are no CON or gender restrictions, though a relevant profession is still required). The trip takes approximately sixty-five hours and requires the group to change trains several times. Upon arrival in Seattle, Dr. Barrow immediately takes the group to the Seattle Hilton where he has prearranged lodgings. For five days, the investigators are free to do as they will.

On July 29, the group embarks on the S.S. *Northern Challenger*, a British built, B-type steamer of Canadian registry. It was chartered by Barrow for use on the run to Anchorage, but may be chartered again later in the campaign to provide reliable, but slow, transportation throughout the North Pacific. It is one of scores of this standard design cranked out by the United Kingdom in response to heavy losses to submarine warfare in the First World War. A reliable craft, it is 412 feet long and 52 feet wide and has a draught of 25 feet 3 inches when loaded. Its gross tonnage of 5,160 tons can move at a service speed of 11 knots (12 to 13 miles per hour), propelled by oil-fired engines.

The *Northern Challenger* is not only a conveyance for the investigators, but also contains several tons of provisions and equipment for use in Alaska. The trip takes approximately one week. After debarking in Anchorage, Dr. Barrow leads the group to accommodations at the Majestic Hotel where they will meet the rest of the expedition's personnel. This is the last reasonable opportunity to introduce new investigators for some time.

After settling into their rooms at the hotel, the group is taken down to the lounge to meet the rest of the expedition members. They are Dr. Frederick Warren, an American zoologist, Dr. Jacob Paine, an American medical doctor and anthropologist, and Sam Quickhand, a Native American guide. Later, the last expedition member, a Canadian hunter named Carter MacBane, will be introduced. He is currently tending to equipment at a local warehouse. For details on these non-player characters, see the NPC list at the end of the chapter. If numerous investigators are present, some of these NPCs can be phased out or relegated to a minor role.



In a pinch, a player could use one of these friendly NPCs in the event he/she does not want to create a character of his/her own. Keep in mind that they can serve as a form of padding to prevent complete eradication of the group in the event of a catastrophic error.

Courses of Action

After Barrow's briefing and the initial research, the investigators have several options they may exercise.

- Look up Dr. Christianson and Alex Dutton, associates of Dr. Barrow's.
- Do some general research into the area and the disappearances Barrow mentioned.
- Investigate some specific disappearances that happened recently.
- Interview area shamans about cult activity, Sila, and related matters.
- Hunt for remains of Gnoph-Keh specimens.
- Investigate the Alaska cult.

Barrow's Friends

Dr. Paul Christianson and Alexander Dutton are two associates of Dr. Barrow's, mentioned in "Barrow's Briefing." The investigators may want to look them up and talk about the evidence they uncovered.

From Dr. Barrow they can learn that Dr. Christianson is a botanist working for Princeton University. Barrow last saw him in September of 1928 when he was planning to return to Princeton with his completed research. Further investigation will uncover no evidence that Christianson ever left Alaska, but this is, of course, not conclusive since there is also no evidence that he didn't leave Alaska. If letters or telegrams are sent to Princeton University, the Botany Department will eventually respond that they do not know Dr. Christianson's whereabouts and are eager to learn where he is and how to contact him. They last heard from him in September of 1928 and expected him to return by October of 1928.

Dr. Christianson was actually intercepted by cultists devoted to Ithaqua who arranged for him to permanently disappear. Similarly, Dr. Christianson's companions have also been dealt with and could not be located even if the investigators had their names. More importantly, the same cultists are aware of Dr. Barrow's project since no attempts at secrecy have been made by expedition personnel. While Dr. Barrow is aware of people worshipping strange and obscure deities in Alaska, he does not yet consider them a threat.

Alex Dutton is the next logical person to check out. He, too, has met a bad end. The photos of the "Gnoph-Keh" he provided Barrow were not of a Gnoph-Keh; rather, they were of a *tupilak* constructed by the local Ithaqua cult — it was a bear form sent by its shaman to scout the region. Dutton was seen by the creature but ignored.

Later, it came to the attention of the cult that the *tupilak* was seen and photographed since Dutton blabbed about his strange encounter to friends in the Ugly Mug, an Anchorage watering hole. His big mouth made him a target and within a week, he vanished. A typewritten note fabricated by the cult was found in the mailbox of Dutton's superior at the Anchorage *Times*, Horice Ross. It stated Dutton had an unexpected family emergency and had to leave town. The unsigned note provided no specifics, but Ross had no reason to disbelieve it.

Visiting the *Times* and speaking with Ross reveals little. However, Ross can dredge up the note from Dutton's personnel file (Player Aid #3, on page 205). If it is compared to the typewriter at Dutton's desk or the typewriter in his home, it is evident, with a successful Spot Hidden roll, that neither produced the note. Dutton's cabin on the outskirts of town is another place to check, but nothing unusual is there. Its doors are padlocked and luggage and some clothes are missing, as if the owner actually did go on a trip somewhere. However, Dutton's passport is still in his desk and if it is found, Barrow can say this is unusual since Dutton never left home without this important document. After all, a reporter should always be prepared to travel abroad on a moment's notice.

Neither Christianson nor Dutton will ever be seen again. When the investigators learn of their disappearances (hopefully shortly after arriving), it should serve to make them wary.

Research in Anchorage

As in Toronto, basic research can be conducted in the Anchorage City Library, the local historical society, and local newspaper. General background information on history, native cultures and religions (see the Resources section), area climate and environment, etc. can be obtained, with the appropriate Library Use rolls, at the city library as well as the historical society.

The local newspaper is the Anchorage *Times*, a daily paper founded in 1915. Scanning through its pages, the investigators will find information about some recent disappearances, which appears here as Player Aids #4 and #5.

The Missing Surveyors

In light of the information found in the *Times*, the Department of the Interior's office in Anchorage is a promising lead. The local office head is Jacob "Jack" Turner, a ten year veteran of the government bureaucracy. He is unlikely to cooperate with the investigators unless for some reason he can be convinced they represent law enforcement officials. However, his secretary, Diane Marlowe, may be of more help. She will "accidentally" overhear any conversation held in Turner's office and if the investigators seem like reasonable, rational people, she will be receptive to advances for information. If she is not questioned, she may (if a group Luck roll is successful or if the Keeper so decides) discreetly indicate to one or more of the investigators that she would like to meet them either during her coffee break or after she gets off work at 5:00 PM. The Keeper must remember, though, that the investigators must have portrayed themselves as a group of decent people with a reasonably legitimate case. If to Turner they are threatening, strange, irrational, crude, rude, or whatever, there is absolutely no chance for her to take them seriously. Out of concern for her own safety, she won't approach them.

Miss Marlowe was a friend of the missing surveyors and doesn't believe enough is being done to find them. In return for the information she has, she wants the investigators to make a serious effort to find out what happened to George Cuthbert and Andrew Saunders. If they agree to this and agree to not tell her employer that she is leaking information, she can provide them with the personnel files on the two men plus her own statement of what she has overheard in the office over the past several weeks. The personnel files contain little of use to the investiga-

Player Aid #4

SURVEYORS MISSING!

GOVERNMENT LAUNCHES SEARCH

Yesterday afternoon, the Department of the Interior's Alaska office announced that two of its surveyors were overdue to return and that a search is being mounted to find them. The surveyors, George Cuthbert and Andrew Saunders, were both residents of Anchorage and were responsible for mapping previously unexplored areas of east-central Alaska. According to Jack Turner, the head of the Interior Department office in Anchorage, the two men were supposed to report back by mid-April. Mr. Turner indicated that he still remains hopeful that the two men are on their way in and they were just delayed by unforeseen circumstances.

The search has been complicated by the fact that the exact location of the surveyors is not known and they may be anywhere within a one million square mile area of the eastern side of the territory. A company of Army infantry has been brought up from Juneau to assist in the search, but unnamed sources stated that unless the searchers are unusually lucky, the men are pretty much on their own.

– Daniel MacMillan, staff writer
Anchorage Times, page one
Wednesday, May 1, 1929

tors. They are fairly routine providing pay and tax information, personal data (date and place of birth, race, educational background, photograph, etc.), and the like. Cuthbert is a graduate of the University of California at Davis where he earned a degree in geography and Saunders, though lacking formal college education, served in the U.S. Army Corps of Engineers prior to and during the Great War where he picked up experience at cartography. Both have good work records, but both files are also stamped "INACTIVE," which, according to Miss Marlowe, is done only when an employee is terminated or deceased. Under each stamp is written the date "May 25, 1929," and it is the stamps more than anything else which have convinced Miss Marlowe that no effort is being made to find her friends.

Miss Marlowe has a few things to say which are critical of the local Interior Department office and specifically of Jack Turner. In her opinion, Turner has not placed a lot of pressure on law enforcement officials in order to resolve the disappearance of the survey team. He has taken the easy way out by only putting out a minimal effort to find the surveyors and was a little quick to stamp the personnel files "INACTIVE." She has no idea why Turner would be this callous toward his subordinates. While he has an abrasive personality, she does not think him capable of nefarious activities. What she is not aware of, at least consciously, is that Turner was jealous of her friendly (but not intimate) relationship with George Cuthbert and lacked motivation to vigorously assist in the search for the surveyors. Turner has committed no crime and is not overtly doing anything to inhibit the search for his subordinates, but he is not showing much concern for them either.

Inuit Shamans

Local residents are logical interview candidates. Unfortunately, few will be of help. None have any knowledge of Gnoph-Keh though some local Inuit may speculate that a *tupilak* created by an evil shaman may be what the investigators are searching for. Anyone familiar with the cult and/or Ithaqua will not provide any information about them or admit their knowledge. The cult has instilled fear in those few who know of it. However, if an investigator effectively threatens or bribes a person with knowledge of the cult (no easy task), the existence of the cult can be confirmed. Such a person, likely a local Inuit or Native American, can provide no specifics, but will warn that cult eyes are everywhere and that the expedition should be cancelled.

While Anchorage residents are of little help, Inuit and Native American tribal leaders, elders, and shamans have more information. The problem is, as usual, to convince them to part with this information. Assuming the appropriate Persuade rolls are successful and the investigators concoct a convincing story or argument as to why they must be given such sensitive information, some progress can be made. In general, tribal leaders and elders will warn of the power of the cult and Sila (Ithaqua) and implore the investigators to abandon their project and return home.

Shamans are altogether a different matter. Most will refuse to even speak with the investigators having already learned of their project and fearing cult reprisals. There are a few who may be receptive to the investigators if properly approached. At least one can be found who is an egomaniac willing to test his powers against those of the cult if paid well. The specifics are left up to the Keeper, but this shaman will perish horribly having earned the wrath of the cult. Worse, if they believe the investigators are connected with this foolish shaman, serious repercussions will result.

Other shamans may be of more help. A couple will repeat the warnings of the elders and tribal leaders and will say that an event of great importance is destined to occur in the final days of 1930 (some may even give the specific date: the winter solstice of 1930).

One shaman named Eteokuk will teach the group Dismiss Sila (Inuit version of Dismiss Ithaqua) if they prove worthy. The Keeper may also choose to have the shaman teach the investigators the Ritual of Knowledge (see the Resources section, pages 16-17). If he does teach this spell, he will warn that it is black magic that can be used to fool Sila into parting with information, but is dangerous to use. Casting it should not be taken lightly.

He will do nothing to assist the investigators if they are rude, threatening, bigoted, etc. Note that Eteokuk is not in the NPC list, but he is fluent in English. He will, however, feign ignorance of the language in order to listen in on any conversations the investigators may have in front of him.

The process of questioning shamans may (should) take weeks since a dozen or more may have to be contacted. Those located away from Anchorage

Player Aid #5

LOCAL HUNTERS REPORTED MISSING

Three local residents were reported missing on Thursday by relatives. According to police, the missing people were on a hunting trip somewhere northeast of Anchorage and also had business in Fairbanks. They confirmed that the missing men were seen in Fairbanks, but have since disappeared. A search of the road to Fairbanks has turned up no sign of the men and it is presumed that they are either lost or chose to extend their hunting trip.

Missing are Harold Franklin of 214 State Street, John Marks of 766 Saddleback Lane, and Robert Singleton of 119 Appleton Road. All three are married and two, Franklin and Singleton, are crew members of the fishing vessel Grand Elaine currently in drydock at the harbor.

– Daniel MacMillan, staff writer
Anchorage Times, page three
Friday, May 10, 1929

and away from the interior of the territory may be more willing to talk, making trips to Juneau, Sitka, and offshore islands worthwhile. It is not that the Inuit or Native Americans are normally uncooperative, but they feel the pressure from the cult more distinctly and tangibly.

Using the photographs obtained from Barrow can be an interesting experience. While Dutton's grainy photograph of the *tupilak* cannot be distinguished as being anything other than a bear or large rock, Christianson's photo of the footprint may be controversial. Some shamans when shown this will immediately reject the investigators, fearing reprisals from Sila. Many will not want to get involved or have any contact with people they see as being cursed. Others will take a slightly more humorous attitude. They realize that being around the investigators for short periods of questioning is not necessarily dangerous. As long as the questioners are discreet and diplomatic, such shamans may answer questions concerning the photo. The first comment will almost assuredly be something along the lines of "So who's the dead man standing in Sila's footprint?" Christianson was, of course, very much alive when the picture was taken, but to the Inuit, he is surely dead by now, having learned too much about Sila. In this way, the group can confirm that the print is that of Sila, not a Gnoph-Keh. Of course, the investigators may not yet believe in Sila or that the print is legitimate and more investigation is needed.

Fossils

One other thing the investigators may wish to check on is the existence of fossils in the area, especially those matching the description of a Gnoph-Keh. The best source of information on this are local natives and outdoorsmen. If extensive interviewing is conducted, someone claiming knowledge of the location of a fossil find can be contacted. Each day such interviews are conducted, those involved must attempt a group Luck roll. If it is fumbled, a 38 year old American hunter named Judd Munro is found. He claims to know the location of fossils and for a fee (whatever he can bilk out of the gullible investigators), he can take them there. By the time he is found, he is aware of what they are looking for since he has talked with others who were questioned. If they go with him, he will take them on a supposed three day trek north of Anchorage. The first or second evening, however, he will get up in the middle of the night, steal what he can, and sneak away.

Better results occur if the Luck roll is successful. A Tlingit hunter named Ed Talon knows of fossils and can, for a fee or trade items, lead the group on a three day hike north of Anchorage. Unlike Munro, his story is legitimate and he will lead the group to the skeletal remains of a creature that was recently exposed by erosion of a rocky ridgeline. The creature is a *Triceratops*, an herbivorous dinosaur common in North America during the Cretaceous period. In life, it was a powerful creature close to thirty feet in length and eight feet high at the hips. Its head is most distinctive, possessing a massive bone shield protecting the neck. Above the eyes protrude a pair of long, pointed horns and a short horn also juts out above the beak-like nose. While interesting to the intellectual types in the group, these remains have no relation to current matters. However, it takes at least four days of painstaking excavation, led by Warren who is a knowledgeable if not highly skilled paleontologist, to reveal the remains. He can then identify them adequately, revealing their lack of relevance though the early find of one of the horns may initially cause the group to assume it is a Gnoph-Keh they are excavating.

Despite this, the find is a spectacular one. Previously it was not known such creatures were ever in this region and the remains are largely intact. To date, the only evidence of dinosaurs in Alaska have been the footprints of *Iguanodon*-like herbivores in the northern section of the territory (after WWII, bones were found along the north coast) which adds to the prestige of the find. If the investigators are patient and properly document the excavation and then package and remove the fossilized bones, they can be sold to any museum of natural history for a hefty sum, perhaps exceeding one thousand dollars. At the very least, they can be sold to the Alaska Historical Library and Museum in Juneau. Barrow will argue that the bones should be extricated since it takes only a little while. Of course, if the investigation has entered a high-pressure stage, the group may not want to spend the time doing this. The remains are embedded in rock and it is the surrounding rock as well as the bones that must be removed. Otherwise, removing the bones in a careful manner will take a much longer time. Pack horses or mules will be required to transport the fossils.

There is a chance that the group encounters someone who has inadvertently discovered the fossilized remains of a long dead Gnoph-Keh. If the group Luck roll brought a critical success, a prospector named Karl Schneider is found who claims to know of a fossilized creature in a stretch of bedrock in southeastern Alaska. Schneider is a 49-year-old German who has been in Alaska since 1900. He

Keeping Things Moving

This is a long campaign with extended periods of investigation, interspersed with brief periods of sometimes-violent action. At times, some prodding of your group may be needed. As time progresses, the cult may certainly act against the group and thereby spur them on. If new investigators join in this chapter, it may be wise to introduce some supernatural event (such as a *tupilak*). By the end of Chapter Two, everyone should be convinced of the validity of the supernatural, at least as it relates to the cult and Ithaqua. Inuit magic should be considered a valid resource, making questioning of shamans important. Mythos magic should also be a tool. Indeed, it is very important that the investigators learn the Ritual of Knowledge from a shaman. In short, in this chapter and the next you need to build the foundation for the players' interest and ability to complete and (hopefully) beat the rest of the campaign.

can lead the group on the ten-day trek to the site for a fee (at least $25.00 though he will try for a lot more; a Bargain roll is appropriate). The hike is uneventful though foul weather may roll in and cause the group discomfort. Upon arrival, unidentifiable fossil remains are evident, but require careful excavation. After five days of digging, one distinctive piece can be uncovered, a long horn. It is one belonging to a Gnoph-Keh and survivors who saw the creature in *The Dead Of Winter* will recognize it if they succeed in Idea rolls. In all, perhaps 20% of the skeletal structure of an ancient Gnoph-Keh can be unearthed. Recovered bones are in poor condition and are scattered.

If they are brought to a decent museum or university, they will provoke an uproar. Some will argue the bones are those of several creatures, while others will argue it is a hoax. Barrow's reputation will be a distinct hindrance here. However, the find is enough to renew Barrow's resolve to find a living example of this "Arctic predator."

The Alaska Cult

The local cult of Sila (Ithaqua) is based not in Anchorage, but in distant Endurance. The town of Endurance and the cult's activities there are the focus of the next chapter. In Anchorage, the cult appears only as a sideline. Cult members will shadow the investigators and see what they're up to, but it's up to the investigators to figure out what's going on and to make the Anchorage-Endurance connection.

Initial Actions

As was previously stated, the Cult of Ithaqua is aware of the expedition and its general goals. Initially, all expedition members will be discreetly followed by cultists who merely wish to keep tabs on them. Information gained is quickly reported to local cult leaders. No overt action will be taken except in extreme circumstances (Keeper's discretion). For an investigator to spot his/her cultist "shadow," the cultist must first miss a Sneak roll; then the investigator must make a successful Spot Hidden roll at half the chance. Those who are specifically watching for people following them have the normal chance to make the Spot Hidden roll. The cultist, however, also may make a Spot Hidden roll. If successful, he/she has noticed that his quarry is especially wary and will have an additional fifty percent of his/her original Sneak roll added to the chance to make all subsequent Sneak rolls applying to the trailing of this particular investigator. Whether the NPC investigators have any chance to spot cultists is up to the individual Keeper and situation.

Sooner or later (probably sooner) the cult will decide to search the rooms of the expedition members. This will be done only if opportunity allows and will be done as cleanly and discreetly as possible. Searchers will specifically seek out maps, plans, diaries, documents, and Mythos-related items (only those that are recognized for what they are). If any such items are found, they will be taken and the affected rooms will be ransacked in order to make it appear as if a burglary had occurred. In addition, all cash and portable valuables including firearms and accessories will be liberated. If, however, none of the initially mentioned items are found, the room(s) will be left undisturbed. This does not mean that no evidence of intrusion exists. Investigators intentionally looking for signs of entry will, with successful Spot Hidden and Idea rolls, notice a minor change such as scratches on the door lock, the slight change in location of a chair or drinking glass, or a blade of grass on the carpet. How the cult reacts to information gained from diaries and other documents is up to the Keeper, but in general they will remain non-violent at this stage unless provoked.

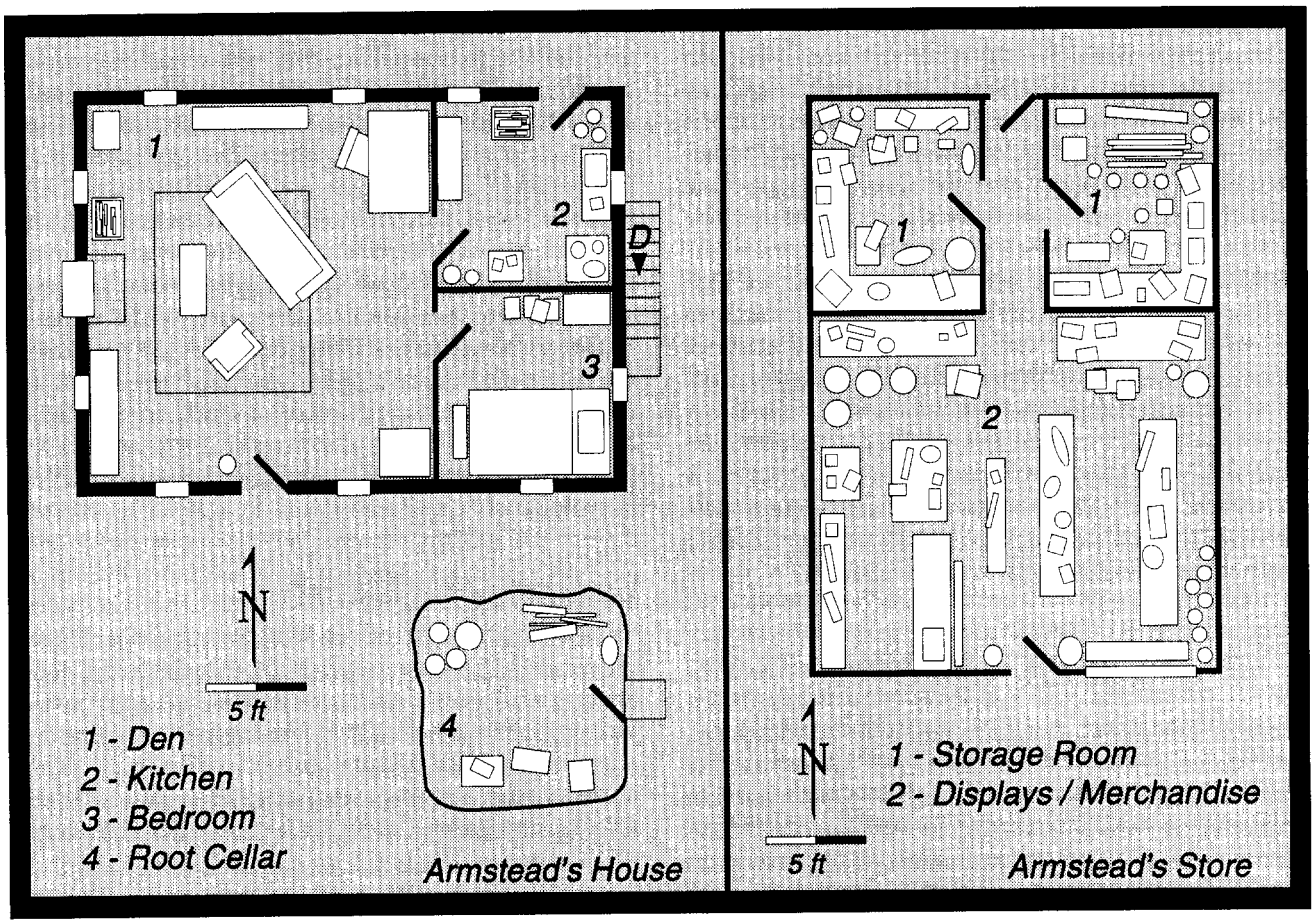
Confronting the Cultists

The investigators may choose to react to the cultists following them. If a cultist is confronted, he/she will try to avoid contact. If necessary, he/she could even go to the police. Violence could also result if the cultist feels the investigators are an immediate physical threat.

The investigators may choose to flee a cultist "shadow" in an attempt to lose him/her. This is difficult due to the skill and number of cultists, but if successful, would afford the group with much additional freedom.

A more shrewd maneuver is for the investigators to attempt to turn the tables on the cultists and follow one of them. While difficult, it is not impossible and is conducted in essentially the same manner as when a cultist follows an investigator. If this tactic works, the cultist will eventually, within a day or so, lead the investigator(s) to the home of the local head cultist, Walter Armstead (see the NPC list for details). This can become a great breakthrough for the investigators. If the house can be searched without cult knowledge, many valuable clues may be found. On the other hand, if it is raided and degrades to violence, the cult's reaction will be swift and devastating. They will dog the group's every step in Alaska. Typical tactics will include burning down buildings occupied by expedition members and/or equipment, assassinating lone expedition members, implicating the investigators in local crimes thus subjecting them to arrest, and arranging for unfortunate fatal "accidents." Information on Armstead's house is provided later.

An even greater breakthrough can be made if the investigators are patient and choose to watch the house rather than immediately search it. By following the right person from the house, the group could be led to Endurance, Alaska and later to the nearby cult stronghold. Such a person would be reasonably distinctive since he or she would be decked out in heavy outdoor garb and have a horse and pack mule. Outside of town, one or two compan-



ions will be met and all will be armed with rifles and shotguns. If the investigators are sloppy or unlucky, the cult could set a trap for them. However, if the house is searched, information available there can still eventually lead the expedition to the cult stronghold near Endurance if it is found and properly used.

Walter Armstead's House

Armstead's house is a typical poor Anchorage residence. Constructed of timber and sod, the exterior is unappealing, but inside, Armstead has created a comfortable home. The wood floors and paneled walls are covered with Native American rugs and carpets and several hunting trophies decorate various rooms of the structure. During the cold months, a cheery fire can always be found in the fireplace in the den as well as in the kitchen's wood-burning stove. Above the fireplace hangs a wooden gun rack on which is a .30-06 bolt-action hunting rifle and a 12-gauge double barrel shotgun. Both are loaded and extra ammunition is in a nearby desk drawer. A root cellar is under the house, but is accessible only from an exterior entrance against the east side of the building. This cellar contains only provisions and tools which would normally be found in a house such as this. The den is a little more suspicious. Within the desk are several letters complete with envelopes from people in Endurance, Alaska. Their contents are normal consisting of personal references and business (Armstead sells materials to people in Endurance), but it still may attract the attention of readers who realize that Endurance is a potential destination for them. A curios cabinet is in the northwest corner and it contains a number of items of interest to the investigators. Among normal curiosities such as arrowheads, a small stuffed owl, and several old non-Mythos books and almanacs is a small, gold figurine. Those making a successful Archaeology, History (at half the normal chance), or Occult (at half the normal chance) roll will recognize it to be a genuine Aztec piece several centuries old. It depicts a coiled, plumed serpent which is the Aztec god Quetzalcoatl.

Of supreme value to intruders are records and documents that can be found in the bedroom. Packed in open-top wooden crates, there are inventories, order forms, tax records, and other documents from the past several years of Armstead's business. If they can be analyzed over a prolonged period, anyone making either an Accounting or a Read English roll successfully (both may be attempted) followed by a successful Idea roll will realize that Armstead has had an unusually large amount of business going to Endurance.

If this weren't enough, some of the items he has ordered and then sent to Endurance have been rather odd. Engine parts, radio parts, a small electric winch, and electrical cable are only some of the unusual items that Armstead

has acquired and later sent to Endurance. It is obvious that a business normally dealing in hunting, fishing, and camping supplies would not need such items. If the investigators wish to later try to trace the sources of the items, they all come from legitimate manufacturers and distributors.

The engine parts may be the most revealing. While it is not explained in the documents what they are for, some are designed for use in a large generator while others belong to a 560 horsepower Maybach engine commonly used in airships (checking out what a 560 horsepower Maybach engine is will require a trip to an Anchorage airfield or seaplane ramp where mechanics and pilots possessing such knowledge can be found). Such analysis will likely occur after the investigators discover the cult base near Endurance and will probably only serve to reconfirm Armstead's link to the cultists in that area.

Walter Armstead's Outfitter Store

This small store is located in Anchorage's central business district and is one of perhaps ten such operations. Customers can obtain anything which would normally be needed by campers, hunters, and fishermen. Prospectors and settlers can also find much of use here. Building materials, tools, firearms, ammunition, fishing tackle, prospecting pans, lanterns, outdoor clothing, rope, and firewood are only some of the many products kept in stock. Dynamite is a logical item to have in stock, but the Keeper may not wish it to be available to the investigators.

Intruders will find that the small building in which Armstead's store is located has only three rooms. The largest one is where goods are displayed for customers. The other two are storerooms crammed with all sorts of supplies. No office is within this building and no documents or order forms of any sort can be uncovered. All of these are kept in Armstead's home. When Armstead is not behind the cash register, the store is manned by Curtiss Southard, the son of a local fisherman. Curtiss works here due to a physical disability (his right knee is locked due to a childhood injury) that prevents him working on his father's boat. He is a non-cultist and has no knowledge of Walter's private life. In his opinion, Armstead is a good employer who is fair and provides decent pay. If questioned, he may report the incident to Armstead.

One piece of information that Curtiss is aware of is that some odd things have been shipped in from outside the territory. Perhaps the strangest was a large generator (the emergency generator that is now at the cult base) that came in a large crate and was shipped out a few days later. Just where it went is unknown to Curtiss, but to him it seemed odd that his employer would order such a device. It must have been a special order, but Curtiss has no idea who in this area would want a generator. He will not volunteer this information and must be asked questions that would specifically dredge up this memory since the incident occurred months ago. In addition, he probably will not want to give out such information to strangers.

Travel to Endurance

The final option the group may exercise is to travel to the small, remote town of Endurance, Alaska. It is the closest settlement to the site of the "Gnoph-Keh" pawprints and is an ideal staging area. Unfortunately, the town is in a very remote area and is located reasonably close to the cult stronghold. Partly because of this, the community is chock full of cultists and is not a safe place for the investigators.

Stats

Dr. Alfred Barrow, archaeologist, expedition sponsor and leader
Nationality: American

STR	11	DEX	12	INT	15	CON	13
APP	11	POW	12	SIZ	13	EDU	19
SAN	58	Luck	60	HP	13	Age	45

Damage Bonus: +0
First Appears: Toronto, Ontario
Education: Ph.D. in History from Princeton University, M.A. in Archaeology from the University of Cincinnati
Skills: Anthropology 22%, Archaeology 60%, Bargain 32%, Biology 12%, Boating 25%, Botany 10%, Climb 58%, Credit Rating 55%, Cthulhu Mythos 2%, Drive Automobile 27%, Drive Carriage 25%, First Aid 40%, Geology 24%, History 59%, Jump 36%, Library Use 60%, Listen 30%, Land Navigation 45%, Occult 67%, Persuade 55%, Psychology 33%, Ride 31%, Spot Hidden 59%, Swim 40%, Woodcraft 20%, Zoology 15%
Languages: English 95%, French 70%, German 65%, Greek 63%, Latin 10%, Spanish 14%
Attacks:
Rifle Attack 30%, 2D6+4 damage (.30-06 bolt-action rifle)
Fist/Punch Attack 55%, 1D3 damage
Notes: Dr. Barrow is a dreamer as is shown by his attempts to prove that some of the world's legends have basis in fact. A capable archaeologist, he nevertheless tends to overlook evidence which flies in the face of what he wants to believe. This makes him a tenacious and stubborn worker, but also causes him to waste a lot of time when he could be moving on to more reasonable projects. In no case have any of his past expeditions achieved their goals, though he has made a number of accidental discoveries which has served to keep the funds coming in. Unsubstantiated rumors and the most unlikely of legends and folklore can set him off on a wild goose chase. Dr. Barrow is the eternal optimist who overlooks the negative and

overemphasizes the positive. Perhaps his greatest contribution to the expedition is his bulging wallet with its seemingly endless supply of cash. The Keeper should determine the limits of Barrow's wealth, but his cash should not run out anytime during the Alaska chapters unless costs become outrageous. A widower, he has two children, Ian (age 25) and Evelyn (age 23). Both can appear in the campaign if needed. Since Barrow is a hands-on worker and insists on getting involved in almost everything, it is *very* likely he will be dead long before the end of the campaign unless the group takes special precautions to safeguard him. Some Keepers may decide to "arrange" Barrow's death in order to provide an additional challenge to the players.

Dr. Frederick Warren, zoologist and expedition member
Nationality: American

STR	13	DEX	15	INT	14	CON	13
APP	13	POW	12	SIZ	12	EDU	19
SAN	57	Luck	60	HP	13	Age	42

Damage Bonus: +1D4
First Appears: Anchorage, Alaska
Education: Ph.D. in Zoology from the University of California, Los Angeles
Skills: Biology 40%, Botany 16%, Climb 45%, Conceal 56%, Credit Rating 23%, Drive Automobile 30%, First Aid 41%, Hide 71%, History 30%, Library Use 54%, Listen 63%, Occult 12%, Paleontology 46%, Persuade 45%, Play Chess 61%, Psychology 17%, Ride 42%, Sneak 44%, Spot Hidden 56%, Swim 50%, Throw 35%, Track 46%, Woodcraft 21%, Zoology 65%
Languages: English 95%, French 77%, Latin 50%
Attacks:
Rifle Attack 35%, 2D6+1 damage (.44-40 lever-action carbine)
Handgun Attack 30%, 1D10+2 damage (.45 revolver)
Notes: In the past, Dr. Warren has been an associate of Dr. Barrow's on a number of projects including the failed attempt to find living dinosaurs in the Belgian Congo. Like his friend, Dr. Warren is overly-optimistic and the current expedition excites him greatly. The discovery of new and rare Arctic species would be the crowning achievement of his life and career. It would also serve to salvage his reputation which has suffered some due to his past association with Dr. Barrow. Warren is an avid chess player and always has a complete set in his baggage. Of the entire group, Warren is likely to be the only one with expertise and experience in paleontology and will be especially useful in analyzing any fossil remains recovered.

Dr. Jacob Paine, physician, anthropologist, and expedition member
Nationality: American

STR	10	DEX	16	INT	18	CON	10
APP	13	POW	13	SIZ	11	EDU	20
SAN	70	Luck	65	HP	11	Age	37

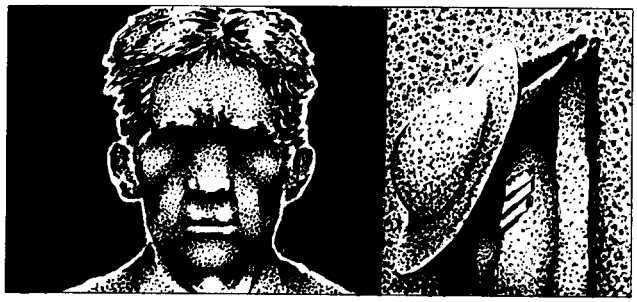
Damage Bonus: +0
First Appears: Anchorage, Alaska
Education: M.D. from the University of North Carolina, Chapel Hill and M.A. in Anthropology from the University of Virginia, Richmond
Skills: Anthropology 55%, Archaeology 11%, Biology 19%, Botany 12%, Chemistry 20%, Credit Rating 32%, Drive Automobile 25%, First Aid 79%, History 33%, Library Use 50%, Listen 41%, Medicine 61%, Persuade 25%, Pharmacy 45%, Psychology 43%, Ride 25%, Spot Hidden 46%, Swim 33%, Zoology 19%
Languages: English 100%, Greek 50%, Latin 50%
Attacks:
Shotgun Attack 40%, 2D6/1D6/1D3 damage (20-gauge double barrel shotgun)
Large Club Attack 40%, 1D8 damage (usually the shotgun)
Notes: Dr. Paine is new to the field of anthropological research. A medical doctor, Paine only recently earned his advanced degree in anthropology, a discipline he has long studied and enjoyed. This expedition is his first and though he is a competent anthropologist, almost all of his time has been spent in libraries and classrooms. Experienced investigator anthropologists will find Paine somewhat dependent on them for advice.

Sam Quickhand, guide and expedition member
Nationality: Native American (member of the Haida tribe of southeastern Alaska)

STR	12	DEX	14	INT	13	CON	16
APP	11	POW	14	SIZ	13	EDU	12
SAN	64	Luck	70	HP	15	Age	26

Damage Bonus: +1D4
First Appears: Anchorage, Alaska
Education: no formal education
Skills: Bargain 40%, Boating 42%, Botany 10%, Conceal 66%, Climb 67%, Drive Sled/Sledge 35%, First Aid 36%, Hide 60%, Jump 44%, Land Navigation 56%, Listen 71%, Occult 15%, Psychology 21%, Ride 33%, Sneak 63%, Spot Hidden 70%, Swim 49%, Throw 60%, Track 60%, Woodcraft 50%, Zoology 10%

Languages: English 55% (spoken only), Haida 80% (spoken only, Northern dialect)
Attacks:
Rifle Attack 55%, 2D6+4 damage (.30-06 bolt-action rifle with 2.5x telescopic sight)
Fighting Knife Attack 55%, 1D4+2+db damage (large hunting knife)
Fighting Knife Parry 45%
Fist/Punch Attack 65%, 1D3+db damage
Kick Attack 45%, 1D6+db damage
Notes: Sam is a member of one of the tribes of Native Americans living in southern Alaska and has previously assisted colleagues of Dr. Barrow's. He came highly recommended and with good reason; he is skilled and experienced at guiding greenhorn city folk through the wilderness. In addition, he is an excellent hunter and can, in a pinch, provide the expedition with food either in the form of big game, or roots, berries, and other vegetation. His specific tribal affiliation is provided (the real life Haida tribe), but can be changed as the Keeper sees fit. As a member of the Haida tribe, the wind god he is familiar with is called Xeio. In his society, legend says that Xeio was made a slave of Raven after a great battle. He cannot relate the specific story, but most tribal shamans and many elders know it (see pp. 21-22). Unfortunately, the story is very short and contains little detail.



Carter MacBane, hunter and expedition member
Nationality: Canadian

STR	14	DEX	14	INT	13	CON	14
APP	14	POW	12	SIZ	14	EDU	12
SAN	52	Luck	60	HP	14	Age	29

Damage Bonus: +1D4
First Appears: Anchorage, Alaska
Education: high school, military training
Skills: Bargain 44%, Biology 5%, Boating 34%, Botany 14%, Conceal 41%, Climb 60%, Drive Automobile 30%, Drive Motorcycle 25%, Electrical Repair 23%, Fast Talk 29%, First Aid 40%, Hide 48%, History 26%, Jump 42%, Land Navigation 43%, Law 11%, Listen 57%, Mechanical Repair 38%, Psychology 20%, Ride 34%, Sneak 53%, Spot Hidden 64%, Swim 44%, Throw 50%, Track 30%, Woodcraft 29%, Zoology 14%
Languages: English 75%, French 61%
Attacks:
Rifle Attack 45%, 2D6+4 damage (.30-06 bolt-action rifle)
Bayonet Attack 60%, 1D6+1+db damage (bayonet attached to rifle)
Large Club Attack 55%, 1D8+db damage (rifle or similar object)
Large Club Parry 50%
Fist/Punch Attack 65%, 1D3+db damage
Fist/Punch Parry 59%
Notes: Carter led a fairly mundane life until he joined the Canadian Army in 1916. After spending two years in some of the most brutal combat in Europe, he returned home and left the service. Since then, he has retreated to the wilds of western Canada and Alaska in an effort to escape the horrible memories of his time in France. Only now is he beginning to recover. He is skilled with the use of a bayonet, but take note of the fact that he does not carry a military rifle not to mention a bayonet. He is, however, a skilled hunter who has joined the expedition in order to make some extra cash. Carter takes no SAN loss from graphic scenes that would logically be a part of trench warfare (i.e. mutilated bodies, combat, etc.). When events become dangerous, he may leave, but under certain circumstances (such as if a befriended group member is killed or maimed), he may become a rabid opponent of the cult. At his remote cabin in the Yukon Territory are supplies and equipment (including his wartime .303 Enfield rifle, bayonet, gas mask, camping supplies, tools, and canned food) and if circumstances so dictate and Carter is willing, the group may retreat here to escape the cult and rest.

Walter Armstead, shopkeeper and head of Anchorage cult
Nationality: American

STR	12	DEX	10	INT	13	CON	14
APP	11	POW	17	SIZ	13	EDU	12
SAN	0	Luck	85	HP	14	Age	40

Damage Bonus: +1D4
First Appears: Anchorage, Alaska
Education: high school
Skills: Accounting 43%, Astronomy 15%, Bargain 61%, Boating 25%, Conceal 50%, Credit Rating 20%, Cthulhu Mythos 29%, Drive Sled/Sledge 27%, Hide 41%, Listen 38%, Mechanical Repair 30%, Occult 21%, Play Harmonica 56%, Psychology 56%, Ride 33%, Sneak 44%, Spot Hidden 46%, Swim 34%, Woodcraft/Carpentry 57%
Languages: English 78%
Attacks:
Shotgun Attack 40%, 4D6/2D6/1D6 damage (12-gauge double barrel shotgun)
Fighting Knife Attack 45%, 1D4+2+db damage (bowie knife)
Fist/Punch Attack 85%, 1D3+db damage
Hatchet Attack 30%, 1D6+db damage (hatchet or small axe)
Spells: Call/Dismiss Ithaqua, Chill of the Wendigo, Shrivelling, Voorish Sign, plus all of the rituals listed in the Resources section.
Notes: As head of the Anchorage branch of the Cult of Ithaqua, Armstead is often contacted by cultists from around the area and thus is vulnerable to being inadvertently revealed. His home contains a number of interesting clues, but more importantly, it can be observed in order to get an idea of who is in the cult and where they live or travel to. Armstead is the proud owner of a small outfitter store which provides supplies to hunters and others for use in the wilderness. It also serves as a source for materials for the cult base.

DETWILLER

CHAPTER TWO

Onward to Endurance

Endurance, Alaska is a small, fictitious community which is essentially a collection of shacks surrounding a small trading post. It is located in a densely forested region of Alaska and is overshadowed by Mount Hayes (13,740 feet) to the north. The town has no electricity, telephones, or other modern conveniences and the road to Endurance is suitable only for horse and livestock traffic. Local residents scratch out a meager existence and generally live off subsistence agriculture, small scale mining, and hunting.

The Endurance Cult

All of the inhabitants of tiny Endurance are Ithaqua cultists or cult sympathizers and are suspicious of all strangers. They will likely be aware in advance of the expedition and its goals. No cooperation will be forthcoming, but the locals will be non-violent unless pushed. The most powerful resident is Ahzuak, an elderly Inuit shaman and high ranking cultist. More on him is provided later. Other shamans live here as well, having been assembled from all over Alaska and western Canada. Most maintain *tupilat* of some kind, many of which roam the region as scouts. Such *tupilat* will take no offensive action, but will passively observe anyone they find within a ten mile radius of Endurance. Information they learn will help determine the cult's reaction.

The investigators have a number of options they may exercise. They will soon learn that interviewing the locals is pointless since they will talk about nothing except perhaps the weather and hunting conditions. Travelling to the site of the "Gnoph-Keh" pawprints is also of little value since all signs have long since been eradicated. Perhaps the best option once they are suspicious is for them to observe the community. Of course, if the observers' presences are known by the cult, all suspicious activity will be curtailed. But if the investigators observe in secret, a number of interesting tidbits can be discovered. First, irregular traffic runs between the cult base and Endurance. Second, every month there is a ritual of some sort dedicated to Ithaqua. See pages 16-17 of the Resources section for a list of sample rituals. Such rituals will be led by either Reinhold Blair, a priest living at the cult base, or by Ahzuak. Third, all of the aforementioned activity is mixed in with the normal activity of the town and thus is difficult to discover.

Reinhold Blair

Reinhold is the most unique and dangerous cultist highlighted in this campaign. This 32-year-old priest of Ithaqua is a departure from the normal member of the cult who is usually a typical member of society and is not particularly evil. Of all cult members, Reinhold Blair is by far the most malevolent and most dangerous. He is a twisted deviant who takes pleasure in inflicting pain on innocents and taking part in the most heinous and obscene acts possible. No other cultist is even remotely like him and he is radically different from the rather sedate norm of the cult. Worst of all, he covers up his true nature in a most cunning manner and outwardly appears to be a reasonably normal person with a quick wit and a great passion for sketching, hunting, and target shooting. He has an unforgiving and stubborn personality and will pursue anyone he believes has wronged him. If the investigators ruin the cult plan in Alaska, he will certainly take revenge and assist the rest of the cult in the process. Reinhold is a powerful priest of Ithaqua who has knowledge of both Inuit and Mythos magic. Worse, his studies have gone well outside those pertaining to Ithaqua and he has even had access to the copy of the *Necronomicon* housed in the Widener Library in Cambridge, Massachusetts. He will be in control of any *tupilat* that are present at the cult stronghold near Endurance, Alaska.

There is one final ingredient to Blair's makeup. Years ago when his true potential and devotion were realized, Ithaqua provided him a special blessing at the culmination of the use of the Great Ritual. Upon his death, Blair will transform into a Child of the Wendigo and be "reborn." He will lack spell casting abilities and higher learning, but will be essentially immortal and very difficult to kill. This process can only be prevented by the total or virtually total destruction of his body at the time he is killed. Alternatively, an Elder Sign placed on him when he dies will stop the transformation, but this is something few people are likely to think of. The "rebirth" starts within 1D6 rounds after death occurs and takes only 1D3 rounds. See his stats for more info.

Ahzuak

This 80-year-old Inuit shaman is a teacher and tutor to Reinhold Blair. When Blair showed an aptitude for Inuit magic, Ahzuak shared the knowledge after consulting with Sila via a trance. Ahzuak is physically weak due to age,

arthritis, and advanced bronchiectasis, but still wields formidable power. He is always attended by one or more of his younger children or older grandchildren who assist him in day to day life and protect him from mundane threats such as the weather, predators, and sneaky investigators. He is a quiet man who has the respect of all of the cult, unlike the repugnant Blair who, though powerful, is not particularly well liked. Outside of the immediate area of Endurance and the cult base, Ahzuak is not much of a threat. His best long range weapon is a *tupilak* that he may create to cause the investigators grief, though it will not be able to reach them if they leave Alaska. More on Ahzuak is in the NPC list.

Fortunately for the investigators, Ahzuak's days are numbered. Bronchiectasis brought on by repeated bouts with pneumonia and influenza leaves him in a weakened state that cannot help but reduce his immediate life expectancy to a few more years at best. It is a disease that can affect anyone regardless of age and gender, but is most common among the Inuit and the Maoris of New Zealand. People questioning Ahzuak will witness the rather graphic symptoms of this ailment, a chronic cough that produces large amounts of foul smelling secretions possibly totaling up to several cupfuls each day. In the 1920s and 1930s, the necessary antibiotics and treatments did not exist and certainly would not be found in rural Alaska even if they did. Bronchiectasis is not contagious and is caused by repeated damage to the bronchial walls (such as repeated bouts with respiratory ailments or the inhalation of a corrosive gas) which results in the formation of abcesses there. The coughing can be an annoying distraction during any conversation with him and die-hard Keepers with hardy constitutions should feel free to roleplay this.

The Cult Base

If all goes well, the investigators will eventually reach the cult base. Ideally it will have been found by following the cultists, but captured investigators may also end up there. Aerial reconnaissance is one other reasonable method of finding it though this could take quite a while and cost much money. Merely obtaining an aircraft and arranging for the creation of landing strips are major logistical barriers.

The base is a large, armed camp which relies on its remote location for the majority of its defense. It is dominated by a large dirigible hanger and mooring tower surrounded by several modern buildings. Scores of cultists are at the base and it is a very dangerous place for intruders to be. What follows is a description of the stronghold.

The description on pages 78-82 of the cult's facilities provides a good overview of the security measures there. Obvious gaps exist; the residents have long relied on secrecy and the remote location, and so have allowed security to lapse. Intruders who scout the area and use the cover of darkness have a good chance at penetrating the defenses. The Keeper should be aware of the fact that some players will be intimidated by what they see from outside the base's perimeter and may be hesitant to take action.

The Journal of Reinhold Blair

Not surprisingly, Blair has chosen to document various parts of his life. His journal, which is bound in human skin, is hidden in his quarters at the base. A homemade, paper dust jacket covers the book. It is simple brown paper on which is written "Journal" in black ink. The cover of the book itself is embossed with a large inverted pentagram, but is otherwise unmarked. Written in English, the journal is a true challenge to the reader. Blair has obviously varied in stages of madness while composing it. Legibility of handwriting ranges from neat to incomprehensible and inks can change from page to page and even line to line, blood (human and animal) being used extensively in several sections.

A successful Read English roll made at 75% of the normal chance will reveal some interesting information. While much of the diary is devoted to mad ravings where single words or phrases are repeated over and over for pages, the more coherent sections contain some clues as to his countless crimes against humanity. More vital are his commentary on general cult plans. The mission of the airship appears to be a flight to the North Pole to "unleash the Master" though how this is to be accomplished or exactly what it means is not elaborated on. The Tablets of Destiny, a fabled artifact of the Babylonians and Sumerians, are prominently mentioned in one section and it is apparent these are being sought by the cult as a prize for their god. Another section mentions land holdings belonging to Blair in British Columbia where cult activities have taken place in the past (and possibly will again later in the campaign). The airships are also mentioned though the activities in Camden are only hinted at and the New York airship is completely overlooked. Also briefly mentioned a couple times is some sort of special "blessing" Ithaqua bestowed upon Blair. The specifics of this are not provided (it is a reference to what can happen to Blair upon his death).

One option the Keeper may choose to allow is rather than an all or nothing Read English roll, have the investigator make one for each of the above pieces of information, taking into account the penalty, of course. The diary takes eight weeks of painstaking work to decipher before anything is revealed. SAN loss for reading this is 1D8. Just thumbing through it and viewing the graphic sketches done personally by Blair causes a SAN loss of 1D3. Removing the dust jacket and realizing it is bound in human skin and written in places in blood causes an additional (optional) SAN loss of 0/1. The book has a spell multiplier of x2 and contains the following spells: Ritual of Devotion, Ritual of Knowledge, Wrack, Strike Blind (Blair's favorite), and Chill of the Wendigo. Should the investigators decide to toss this abomination into the fireplace, they are making a huge mistake. Clues and spells within can be very useful in later stages of the campaign, especially after Chapter Six. In the event this journal is not found in its hiding place at the cult base, it may be found late in the campaign in Blair's cabin in British Columbia. Alternatively, if Blair is killed or captured, this may be found in his possession or among his belongings.

Defeating the Cult

Once the base is found, the investigators have a multitude of opportunities to at least partially foil the cult's grand scheme. First, destroying the facilities, especially the dirigible, will ruin this part of the cult's plan. This is more easily said than done, however, and the specifics are dependant on the players' decisions and plans. Second, if the investigators can restrain themselves and actually search the cult headquarters, they may find a partial copy of the cult's master plan. Another copy is on the bridge of the dirigible. The map in the headquarters' meeting room is also somewhat revealing. The plans and maps can provide the investigators with the "hows, whens, and wheres" of the cult plan while the Journal of Reinhold Blair can provide the "whys." Exactly why the cult is doing what it is doing is of lesser importance and if the journal is not found, the investigators can still continue with the campaign. They are in deep trouble if they lack the other information since they will not know where to go or what to do. Third, the investigators will be well served if they kill the cult leader, Reinhold Blair. Blair is a supremely evil, stubborn, and vindictive person. So far he has probably had little direct impact on the scenario. However, he will harass and pursue the group all over Alaska and even outside of Alaska and thus could become a long term headache. See the NPC list for further details on Reinhold Blair. Finally, under no circumstances should the Keeper allow the investigators to capture the dirigible intact. They may search it, but then arrange for a flare or grenade or whatever to ignite the hydrogen cells. For them to capture it would make things too easy. Other opportunities to obtain airships or aircraft will come later in the campaign, so it is unnecessary now.

Once they are clear of the cult base and the danger it presents, the group should analyze all of the documents they have liberated. This may take a while, especially if large amounts of random papers were shoved into bulging backpacks and satchels. Once they have been read, a number of questions should be asked. First, why is the North Pole so important and what is the significance of the winter solstice? This is unanswerable unless Blair's journal was found. In reality, the answer to this question, though important, is not vital. However, the second question should be why are airships being used? The obvious answer is that large amounts of equipment and personnel must be transported. Those aware of the carrying capacity of airplanes of this period may realize that for each airship, a small fleet of aircraft would be needed to replace it. Perhaps a supreme stroke of luck would be to capture a preliminary cargo manifest on which all sorts of tools and equipment, including dynamite, are listed. Without asking these and other important questions and then seeking answers for them, the group will be thoroughly confused.

What Barrow Knows

The player aids reproduced at right appear in the Alaska cult headquarters, upper floor, bedroom #2. They are letters written by cult member Laurence Hubert to Reinhold Blair and they are an important clue to the ultimate resolution of the campaign. If Alfred Barrow survives long enough to read these, he will recognize that they may indicate the cult is seeking the fabled Tablets of Destiny — an artifact he himself sought several years ago. (An Archæology roll or a critical success on an Occult roll suggests the same to an investigator.) Why the cult would want an old Babylonian trapping of Enlil-worship is unknown, but eventually he may realize their true importance. Of course, Barrow's life span in the campaign will likely be short. If he dies before sharing his knowledge of the Tablets (something that may be ideal for the sake of the plotline), the letters will remain to lead the group into the investigation that proceeds after the rise of the Temple of the Winds in Chapter Six.

However, there is a possibility that the investigators may decide to try and seize the Tablets early rather than tackle the current cult scheme. They may even break into two groups, one that seeks the Tablets and one that runs around the world burning airships and destroying cult equipment and personnel. The specifics of such an approach are up to the Keeper, but in such a case splitting the group is probably unwise. One brief gunfight or encounter with a violent creature could wipe out a group. After all, there is safety in numbers.

Blair After Alaska

If the Keeper decides that Reinhold Blair will pursue the investigators outside of Alaska, he will be joined by several capable cult members who are blind devotees of their priest. While they will not go to the excesses of their leader unless so directed, they will follow all orders quickly and to the letter. Blair knows of the locations of all other cult airships though he is not up to date on their specific progress. He can cut corners by directly travelling to one of these sites and then lurking in the area, but will do this only if he is fairly sure the investigators are going there. More likely, he will follow the group and intercede when an opportunity arises. There should be plenty of opportunities since this is a long campaign and the investigators do have lives to live. Blair may strike at the investigators when they are in libraries, hotel rooms, restaurants, barber shops, markets, and virtually anywhere else. Four to six cultists will join him and all will be well equipped for the mission Blair gives them. In addition to outdoor equipment, tools, weapons, and normal belongings, they may have a crate or two of dynamite and perhaps a few grenades. Funding is essentially unlimited and in addition to other cash, Blair usually wears a money belt containing $1,200.

Aftermath

Once the investigators eliminate the cult airship, they will probably return to Anchorage — though if they are shrewd and thinking ahead, they will head for a coastal village and depart Alaska from there. During this time and all subsequent time in Alaska, they must avoid cult reprisals. If they failed to capture either of the copies of the plans, they are in deep trouble. In theory, they now have no chance of thwarting the cult's plan, but another visit to a friendly shaman (if such still exists) could clue them into the fact that they need to be at the North Pole on the winter solstice. The reasons won't be provided and any investigators who do go will be forced to face the remaining airships and aircraft loaded with heavily armed cultists.

If they did their job, however, the group will have captured one of the partial copies of the cult plans mentioned previously. These plans will take a few days to read and require a successful Read English roll to understand. Upon reading and analyzing the documents, they must decide what to do. Below is a list of the most logical options:

- Travel to the Kurile Islands and destroy the airship.
- Travel to New Jersey to destroy that airship.
- Split up and send groups to destroy both.
- Mount an expedition to the North Pole.

These options are elucidated in the chapters that follow. After this chapter, the book stops being linear and becomes a resource for you to jump around in as you need.

Dear Mr. Blair;

This is just a brief note to update you on progress in researching the Tablets. After the initial success made that you have already been made aware of, I went to the Library of Congress and several major East Coast libraries. Plenty of background material can be found for anyone who chooses to just dig, but specifics are lacking. Are you sure the Tablets are still out there? If they are, there is little doubt they a major expedition will have to be mounted at much expense unless someone has inadvertently stumbled on them and shoved them on a shelf somewhere.

My next trip will be to the British Museum in London after which I will probably travel to the Cairo Museum and perhaps later to some of the libraries and museums of southern Europe. It will be a while before I will be able to write again. Thank you for the funding. Without it I would get nowhere.

Sincerely,

Laurence Hubert

Player Aid #6A

Letter from Laurence Hubert to Reinhold Blair (Alaska)

Dear Mr. Blair;

Work on the tupsimati has gone well. I left the British Museum last week and have since seen the Cairo Museum. There is evidence they are in Iraq, most likely Nippur. However, this is very preliminary and it is entirely possible they are elsewhere. Since numerous foreign armies, not to mention countless marauders and nomads, have passed through the region over the centuries, it is entirely possible they were removed from the country. Work continues. I hope to have more solid evidence sometime in the next several months, but I cannot provide you more firm information.

Good luck on your efforts. Hopefully my work will prove to be unnecessary.

Sincerely,

Laurence Hubert

Player Aid #6B

Letter from Laurence Hubert to Reinhold Blair (Alaska)

The Alaska Cult Base

Perimeter Fence: The base is surrounded by a ten foot high, reinforced, barbed wire fence along which two-man patrols routinely walk. Such patrols sometimes (30% chance) have a guard dog with them. Intruders can easily penetrate the fence with wire cutters or even dig under it as long as they can avoid being observed. However, if the investigators delay their infiltration until winter strikes, digging through the frozen turf is virtually impossible and the problem of tracks in the snow must be addressed. A one hundred foot swath has been cleared away from the fence and this clear area is another obstacle to overcome.

Gate: The aforementioned fence is broken by only one gate which consists of a sandbag-reinforced, wooden hut and a single "door" consisting of a hinged, reinforced section of the fence. Four bright electric lights illuminate the gate and a forty foot radius around it. A carbide-powered spotlight on a swivel mount allows the two guards here to light up any area within line of sight out to a distance of one hundred and fifty yards. If the electricity fails, the guards can break out several kerosene lanterns and hang them from the fence in order to illuminate the area.

Hangar: The largest structure in the area, the hanger dominates the base and bustles with activity eighteen to twenty hours a day. Even during the wee hours of the morning, a few technicians work in, on, or around the airship inside the hangar and at least four armed guards are always present. During times of darkness, exterior lights illuminate the front and rear of the building. The doors to this steel and corrugated-tin structure often stand open except during inclement weather and times of extreme cold. This allows the airship to be easily viewed and perhaps fired at from the relative safety of the woodline outside the perimeter.

Of all the airships the cult is constructing, the one here is the furthest along and is almost operational. It has been fully fueled and provided with a full load of hydrogen and water ballast. The name *Wind-Walker* has been stenciled in twenty-inch high, black letters on both sides of the craft near the bow. Currently, non-perishable supplies are being loaded and final touches are being made to crew quarters and bridge facilities. The latter contains a water-resistant, leather case in which can be found navigational charts on which are marked the route to be taken to the North Pole. Included in this is a mark which reveals the location of a refueling stop on the northern shore of Alaska near the Canadian border. The temperamental starboard rear engine is also being overhauled and once it is ready a test flight will be carried out. An unusual aspect of this airship is a large, empty, bomb-bay-like feature which is designed to accommodate either a Gnoph-Keh or a large *tupilak*. Destroying the hangar is not difficult. If a heat source (such as a flare or grenade) comes in contact with a hydrogen cell, a violent explosion is inevitable. Penetrating the outer skin of the airship with some sort of incendiary device is no easy task, however, and the specifics are left up to the Keeper. The hangar contains volatile substances including hydrogen tanks and drums of kerosene and gasoline and if these are set off, a direct hit on a hydrogen cell will not be necessary. Those who infiltrate during times of least activity will find plenty of cover behind drums, cylinders, crates, and even fork lifts and a non-functional Ford truck.

Mooring Tower: This steel tower is the tallest structure at the base and if security is tightened, a sharpshooter will be placed up here with a pair of binoculars and a high-powered rifle with a telescopic sight.

Barracks: There are four of these single-story wood structures each of which contains communal living quarters for twenty or so people. Each has electric lights, but no plumbing or other such conveniences. Bathroom facilities consists of porcelain washbasins and a chamberpot. Heat is provided by three pot-belly stoves and emergency lighting comes in the form of kerosene lanterns.

Storage Buildings: There are three of these single story, windowless, wooden structures which possess electric lights, but nothing else except crates of goods. Nothing particularly unusual can be found in these crates (typical items include engine parts, tools, blankets, clothes, canned food, and construction materials). Little in the way of volatile materials are in any of these buildings.

Generator Building: This sandbag-reinforced, wooden building contains the main generator for the base. This powers electric lights, the main transceiver, and tools and equipment in the hanger. It is fueled by gasoline and several 55-gallon steel fuel drums are in here.

Radio Shack and Radio Mast: This small, single-room, wood and corrugated tin building contains a large transceiver which is occasionally used by the cultists to contact colleagues in other parts of Alaska. Its main purpose is to maintain contact with the airship for as long as possible when it leaves to go to the North Pole. Connected with and immediately adjacent to the shack is a tall radio mast. It is not as tall as the mooring tower and is not sturdy enough to climb. Several times in the past high winds have blown it over. This is a continuing, unresolved problem. The cult may worship a wind deity, but they do not command the wind.

Mess Hall: This single-story wooden structure contains a large assembly/dining hall, one kitchen, and several pantries and storerooms. Electric lights are present, but not even the kitchen has plumbing.

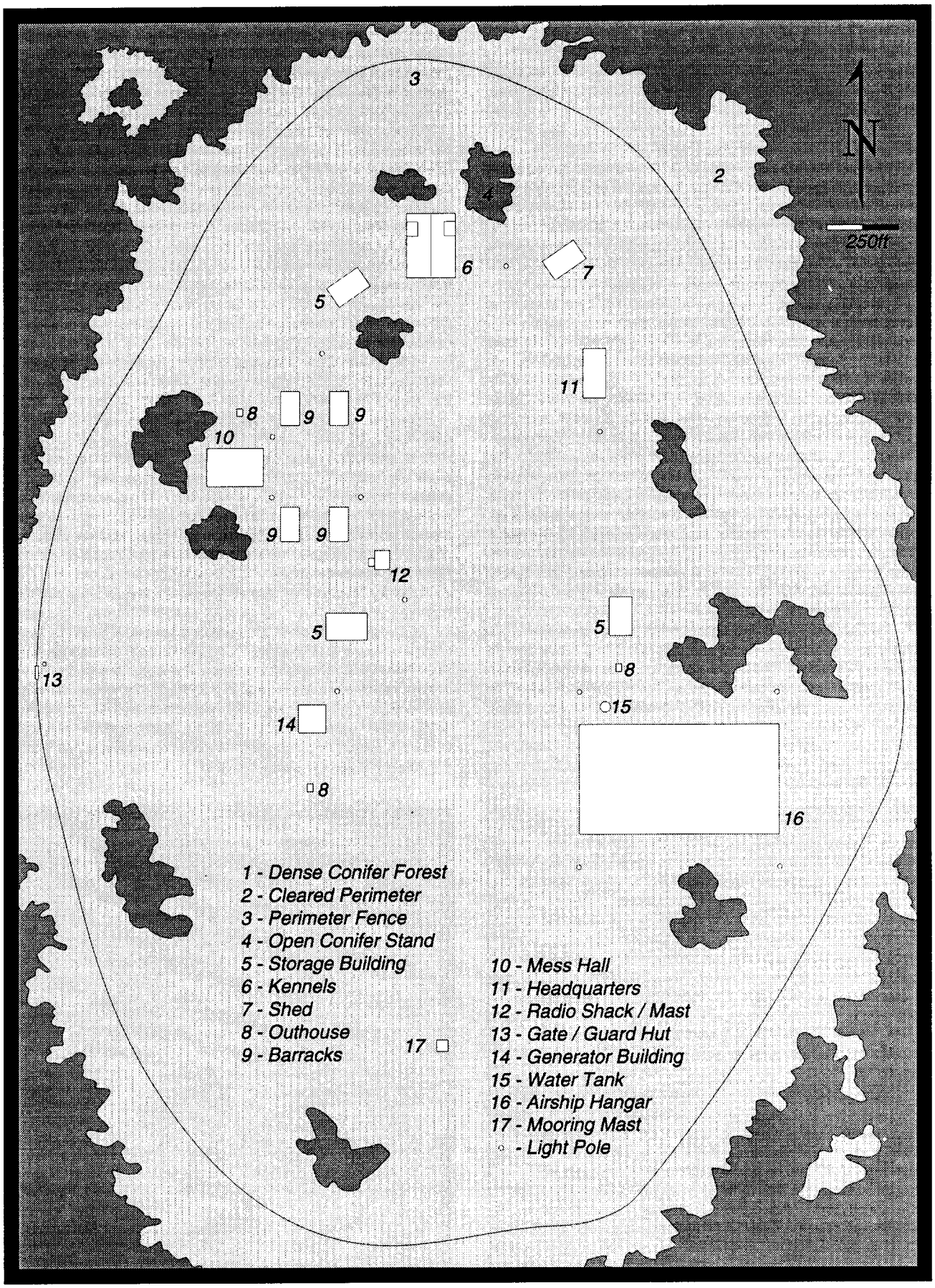
Outhouses: Each of these three is a standard outhouse constructed of wood and containing room for up to three people.

Light Poles: A total of twelve light poles (powered by the main generator) are scattered about the base, each illuminating a twenty foot diameter.

Water Tank: Essentially an overgrown, reinforced steel drum, this water tank has a capacity of thirty thousand gallons. A small, gasoline-powered pump is built into it and is sometimes used to pump water to the hangar or the headquarters via aboveground pipes. During periods of freezing temperatures, the tank is heated using power from the main generator. This keeps the water warm enough to avoid becoming a huge mass of ice. Despite this precaution, problems still exist, especially with the pipes.

Kennels: This consists of two wooden structures surrounded by an iron fence. The compound formed by this five-foot-high fence is bisected by another iron fence. One half of the compound, including one of the shelters, is occupied by six to eight German Shepherd guard dogs (the exact number present is dependent on the number of dogs out on patrol). The other half is devoted to twenty huskies which serve as sled dogs during the winter months. They are no threat to intruders and are often allowed to run loose around the base during the daylight hours. The German Shepherds, on the other hand, are dangerous if not controlled by a handler and are not allowed to roam freely outside the kennels.

Shed: This large, corrugated steel shed is where either the Gnoph-Keh can be found or a *tupilak* may be housed. If the Gnoph-Keh from *The Dead Of Winter* was obtained by the cult, it may be here, but it is more likely that it would insist on being allowed to roam freely in the area until a few days before the final flight of the airship. If the cult has a powerful *tupilak* in residence here, it will take action if intruders run amok in the base.


1
3
2
4
N
250ft
6
7
5
11
8
9
9
10
9
9
12
5
5
8
13
15
14
8
16
1 - Dense Conifer Forest
2 - Cleared Perimeter
3 - Perimeter Fence
4 - Open Conifer Stand
5 - Storage Building
6 - Kennels
7 - Shed
8 - Outhouse
9 - Barracks
17
10 - Mess Hall
11 - Headquarters
12 - Radio Shack / Mast
13 - Gate / Guard Hut
14 - Generator Building
15 - Water Tank
16 - Airship Hangar
17 - Mooring Mast
- Light Pole

The Alaska Cult Headquarters

This two-story, wooden building is diagramed separately and is an important target for the investigators. What follows is a description of its contents.

First Floor

Foyer: This area is always occupied by a single armed guard who generally spends his time pacing around or sitting in a chair with a good book. Two closets open into this room and both contain normal items. A carpeted set of stairs goes up out of this room to the second floor. The door under the stairs (in the kitchen) opens onto a set of wooden stairs going down to the basement. This building is the only one at the base with a basement.

Meeting Room: This room is dominated by a large, oval table around which sit a dozen chairs. Staff meetings are conducted here and often maps, charts, documents, and papers cover the table. Several maps and a dozen or so memorandums are pinned to the west wall. On the surface, the maps appear normal. One is of Alaska and is unmarked. Another is of the United States and Canada (including Alaska and the northern reaches of Canada) and red pins stuck in this one highlight the areas of Endurance, Alaska and Camden, New Jersey. A blue pin is stuck in the center of King William Island. A world map on the wall also has pins in it. In addition to ones in locations identical to those on the previous map, a red pin is stuck on one of the northernmost islands of the Kurile Islands (located north of Japan) and a yellow pin is stuck at a point near Narvik, Norway. Finally, a hand-drawn diagram of the base's layout is pinned to the wall (similar to the one provided to the Keeper). None of the memos contains information of interest to the investigators.

Office #1: This is the private office of Reinhold Blair. It is carpeted and finely furnished and contains a large, oak desk, a padded swivel chair, one medium size floor safe with combination lock, a small, wooden file cabinet, and one small bookcase. The latter contains a full set of the *Encyclopedia Britannica* circa 1929, several almanacs and atlases, seven foreign language dictionaries (English, German, French, Japanese, Norwegian, Italian, and Spanish), and other mundane reference materials. Similarly, neither the desk nor the file cabinet contain anything particularly unusual.

The safe is the most important. Within can be found a file containing an incomplete and out-of-date copy of the cult's overall plan. Simply stated, these documents generally detail the construction of four great airships: one in Alaska, one in Norway, one in the Kurile Islands, and one in New Jersey. Reasons for their construction are not specifically given, but a coordinated voyage to the North Pole is mentioned with the arrival date being December 20 or 21, 1930. A memo is attached to the pages discussing the Norwegian airship. It is dated March 12, 1928 and states that it has been cancelled and the resources have been transferred elsewhere. Although it is not mentioned here, these resources were transferred to a new project in northern New York state. Nothing on the New York dirigible is mentioned and it is not even hinted at.

The section of the file on Alaska is the most detailed and contains a number of updates including inventories of supplies and materials and rosters of personnel. However, this file has not been kept completely up to date and the most recent memo is dated several months ago. A second file in the safe contains a detailed plan of the airship which is suitable to use as a guide for the construction of a copy. An engineer viewing this will be impressed, but will be confused by the unexplained presence of the storage area for the Gnoph-Keh. Opening the safe is a problem though the Keeper may choose to have it unlocked. Unless the investigators have a skilled safecracker in their midst, they must either abandon it or haul it out. All attempts at Locksmith skill on it are made at 75% of their normal chance, 80% if the individual is using a stethoscope. It weighs several hundred pounds and is obviously difficult for even several burly people to move.

Office #2: This office belongs to the Project Manager, Eliot Gardener, who is in charge of the administrative aspects of the base's operations. While Reinhold Blair is the overall leader, Mr. Gardener is the one who really runs things here. He ensures supplies are plentiful and progress is made in the construction and outfitting of the airship. His office is similar to Reinhold's except it contains three file cabinets and no floor safe. These cabinets are locked and hold up-to-date inventories, personnel files, and even a full, complete, and up-to-date diagram of the airship (superior to the copy which can be found in Reinhold's safe). The bottom drawer in his desk is locked and contains a tin cash box in which can be found $225.00 and £40.

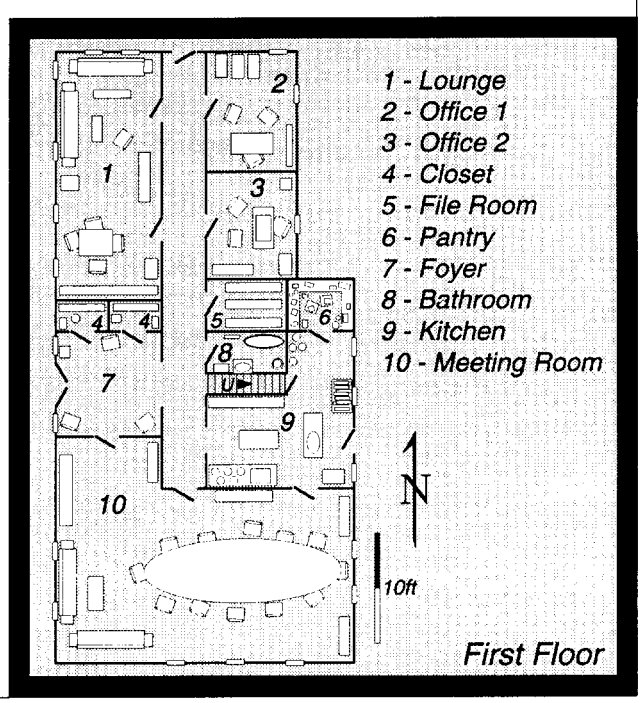
File Room: Essentially a closet, this room contains boxes of old records and documents of no real value to anyone. They will burn nicely, however.

Bathroom: This is a standard "half bath" with the bare essentials.

Kitchen: This large, well-equipped kitchen serves the needs of all who live and/or work in the headquarters and, at times, supplements the kitchen in the mess hall. A large, wood-burning stove is lit 75% of the time and a pot of coffee or kettle of soup will always be found on it. This is a reasonably typical kitchen which is one of the few rooms in the entire base which has running water (at least some of the time).

Pantry: Shelves of canned food dominate this closet-like room.

Lounge: A few off-duty clerks or other pencil pushers can always be found in here except during the early morning hours. It is comfortable and well-furnished and has a number of creature comforts not generally available in the region. A phonograph and a collection of records, reams of magazines (somewhat out of date), a few games (chess, checkers, backgammon, playing cards, etc.), and a keg of the cult's favorite brew highlight this room and make it a popular place to relax.



Second Floor

Lounge: The upstairs lounge contains similar furnishings to its downstairs counterpart. The stairs from the ground floor ascend into this room and a bannister surrounds the north and east side of the stairwell. This allows people in here to stare down at folks coming up, if they are so inclined. The door in the north wall opens onto the roof of the north wing. The perimeter of the roof is surrounded by a handrail. During mild weather, a bored guard may be found outside this door.

Large Bathroom: This is a large bathroom complete with a tub/shower combination.

Bedroom #1: This room belongs to Kendall Kirby, the chief pilot/navigator of the airship. It is furnished with a bed, nightstand, chest of drawers, armoire, desk, two chairs, and footstool. Within the middle drawer of the desk are navigational charts on which a detailed route to the North Pole is drawn. Included with this are notes on projected weather patterns for a typical November, December, and January in the region.

Bedroom #2: This is the bedroom of Reinhold Blair and is the best furnished of all the bedrooms here. Anyone looking in will understand that Reinhold appreciates the finer things in life, but is also a strange person. A king-size bed, large armoire, desk, leather chair, nightstand, chest of drawers, bookcase, curios cabinet, and small table are in here, but more notable is a human skull which is on top of the chest of drawers. The skull has been altered so the top is hinged and the interior can serve as a container or even a covered bowl. Several ounces of hashish can be found within. The curios cabinet contains a dozen occult objects such as statuettes, medallions, figurines, and carvings. None are Mythos-related, but Occult and/or Archaeology rolls can determine they are from locales all over the world and are generally related to fertility or sex deities.

On top of the curios cabinet is a fourteen inch tall statuette that is an abstract representation of Ithaqua. Made of a single solid piece of white marble, the craftsmanship is quite good, but the artist altered the form so much that it causes no SAN loss and is not disturbing in the least. A label pasted to the bottom of the stand on which it sits has "The Tomb, Castronegro, NM, Filipo Diaz, proprietor" printed on it. A successful Cthulhu Mythos roll reveals the statuette is an image of the Wendigo.

The bookcase contains a variety of occult books and some pornography. Included are the three volumes of *Obscure Deities of the World,* Justin Geoffrey's *People of the Monolith* (in English, +3% Cthulhu Mythos, 1/1D3 SAN loss, no spells), and the Golden Goblin Press edition of *Nameless Cults* (in English, +9% Cthulhu Mythos, 1D8/2D8 SAN loss, x2 spell multiplier, spells: Voorish Sign, Summon/Bind Fire Vampire, Dominate). Only one non-occult book is present, a copy of the 1927 edition of Emily Post's *Etiquette.* It appears normal, but closer examination reveals that the pages have been glued together and the interior hacked out, providing a space for storage. The book currently conceals a loaded .41 double barrel Derringer and six loose cartridges.

Most of the time, Reinhold's Enfield rifle hangs on brackets in the wall next to the door. Another weapon, a .22 single shot bolt-action target rifle, can be found leaning against the wall next to the bed. A box of fifty cartridges for it can be found in the nightstand, but the rifle itself is not loaded.

Among the documents in the desk can be found two letters written to Blair from someone named Laurence Hubert. The first contains references to a project in New Jersey and the mention of "Tablets" which is actually a reference to the Tablets of Destiny (these become prominent late in the campaign). Player Aid #6A (reproduced on page 77) contains the transcript of this letter which lacks an envelope or return address. The second, Player Aid #6B, contains further references to the *tupsimati* (the Tablets). See "What Barrow Knows" on page 76 for more information. Though it is not explained in the letters, Hubert is a cultist who conducts research for Blair and is tracking down the Tablets for him.

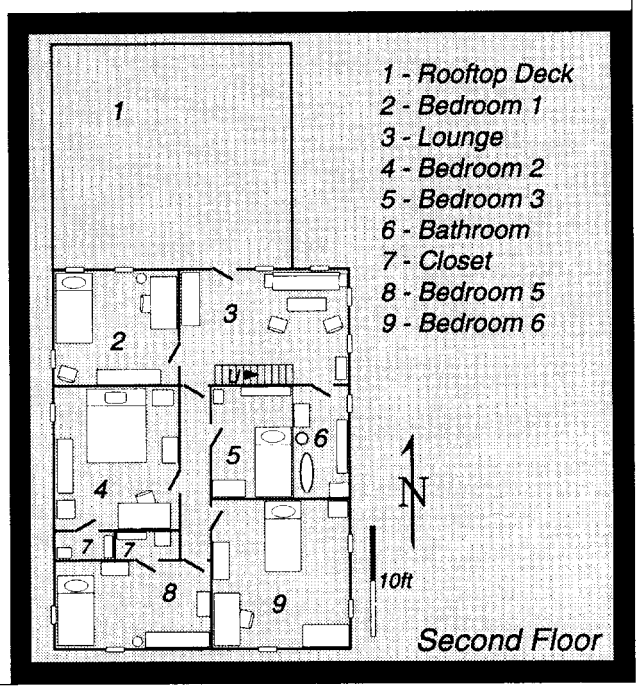
In addition to normal documents and paperwork, the desk contains close to ten pounds of pornographic artwork and photographs (much of which is violent and very graphic), several boxes of .303 and 9mm ammunition, two loaded 10-round Enfield rifle magazines, weapons cleaning kits, and a small box of marijuana.

Lastly and perhaps most importantly, under a loose floorboard (on which sits a small table) is a strange-looking book. Its plain, brown paper dust jacket has written on it "Journal" and this covers a more disturbing find. Bound in what can later be determined to be human skin (optional SAN loss of 0/1), this is the Journal of Reinhold Blair. It is described earlier in this chapter.

Bedroom #3: This room is the living quarters of Eliot Gardener. Except for a model of the airship which sits on a table near the door, the contents of this room are mundane.

Bedroom #4: This is the bedroom of Nelson Lefter, the engineer in charge of overseeing the construction of the airship. He is currently bedridden with a severe case of influenza and has his meals served to him in this room. Eric Mueller, a German engineer and assistant to Lefter, has assumed his superior's duties for the time being and he can often be found here as well consulting with or reporting to his boss. Lefter has a passion for Native American history and folklore and has a collection of arrowheads and pottery fragments in a wood and glass case hanging on the wall. Also hanging on the wall is an unloaded Henry .44 lever-action rifle which Lefter erroneously believes once belonged to the Apache chief Geronimo.

Bedroom #5: A mundane bedroom like that of Eliot Gardner, this one is occupied by Carlos Larisgoitia, the security chief for the base. A locked steamer trunk at the base of the bed contains, in addition to normal belongings, three war surplus hand grenades (each has a 35% chance of being a dud), one loaded .38 revolver with a box of ammunition (fifty rounds), one hatchet, and one large hunting knife with scabbard. Prior to being recruited by the cult, Larisgoitia was a Basque Nationalist. Having abandoned his former ideals, he now applies his knowledge and experience to ensuring the base is completely secure. If the investigators are searching his room, it is obvious his efforts have been inadequate.



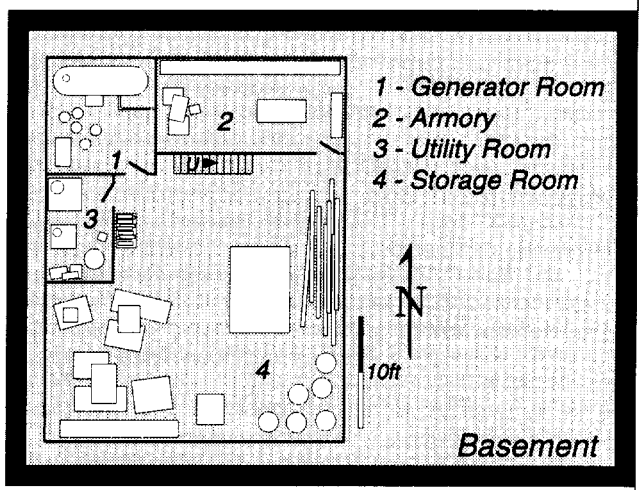
Basement

Generator Room: This room contains a gasoline-powered emergency generator (obtained through Armstead's outfitter store in Anchorage) which is used to power the headquarters and, to a limited extent, the hanger when the main generator ceases to function. It must be started manually when the main generator stops working and this can take up to several minutes. Several five gallon cans of gasoline are in here as well as a fully stocked tool box and a carbide lantern.

Utility Room: This room contains a water heater and a wood fueled furnace and also serves as a laundry room (complete with copper tub and washboard). In addition, cleaning supplies (mops, ammonia, brooms, etc.) are in here.

Storeroom: Crates and boxes of office supplies, foodstuffs, unused furniture, and other miscellaneous items are stored in here.

Armory: Gun racks line the walls of this room and are stocked with two score war surplus Springfield M1903 .30-06 bolt-action rifles and perhaps a dozen other rifles and shotguns. Boxes and crates of ammunition, firearms cleaning materials, and miscellaneous accessories are on the floor and on shelves on the south wall. The door to this room is locked.

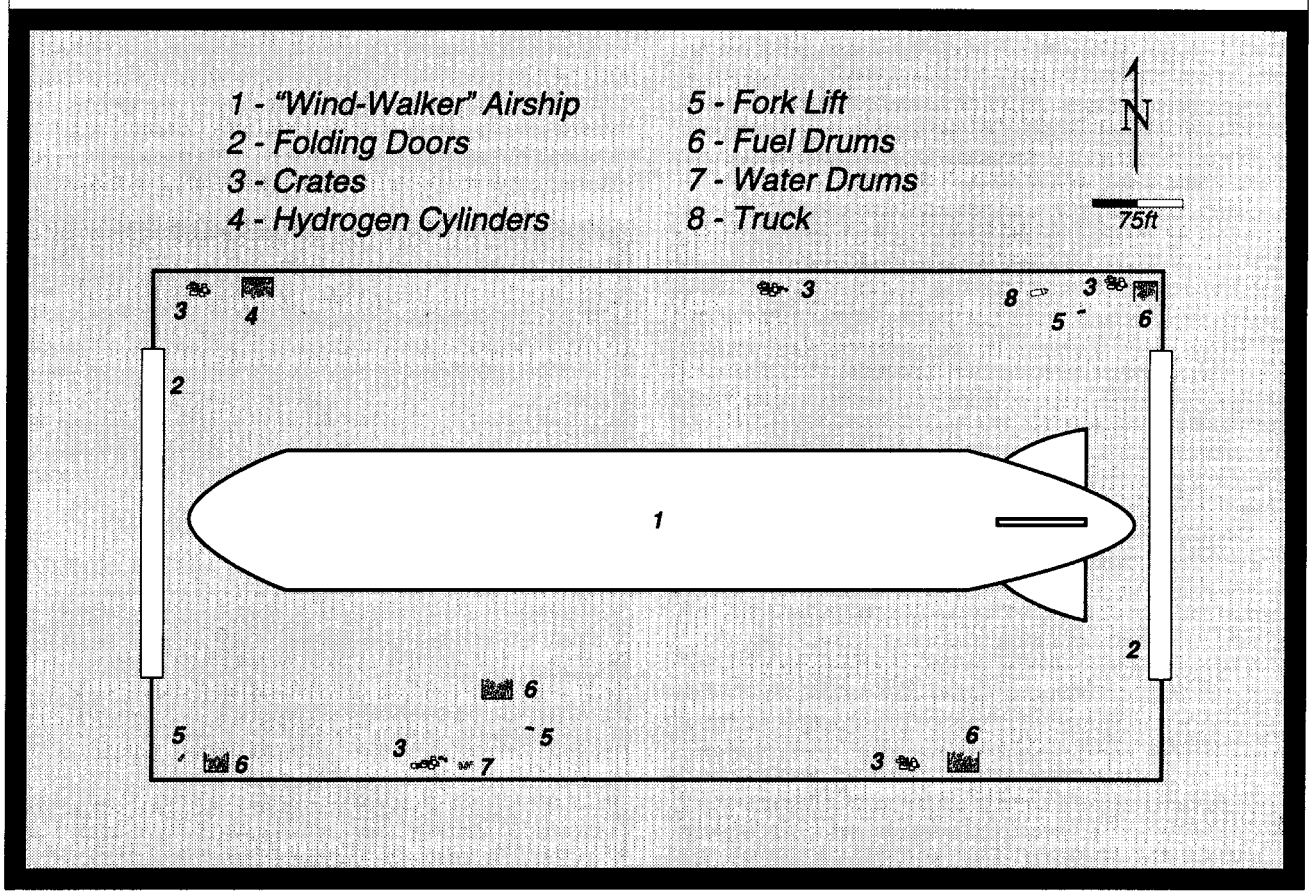


Airship Hangar

Crates: Miscellaneous parts, tools, supplies, etc. An investigator who wishes to avoid being spotted can get behind these and attempt a Hide roll.

Hydrogen Cylinders: Blowing up one of these heavy-duty cylinders will set off adjacent cylinders and the hydrogen-filled airship itself, which in turn will destroy the entire hangar.

Ford Truck: This truck was used to move heavy items in and out of the hangar, but it broke down a week ago. Investigators using Mechanical Repair can fix it with a critical success.



Stats

Reinhold Blair, diabolical and powerful leader of the Alaska cult
Nationality: American

STR	14	DEX	14	INT	16	CON	13
APP	12	POW	23	SIZ	13	EDU	17
SAN	0	Luck	115	HP	13	Age	32

Damage Bonus: +1D4
First Appears: Endurance (cult base), Alaska
Education: high school, tutors, B.A. in Linguistics from the University of Washington, Olympia
Skills: Accounting 21%, Anthropology 22%, Astronomy 21%, Boating 31%, Biology 11%, Botany 9%, Cthulhu Mythos 43%, Drive Automobile 40%, Electrical Repair 20%, Fast Talk 67%, Hide 65%, Jump 46%, Law 20%, Library Use 50%, Listen 60%, Mechanical Repair 38%, Medicine 16%, Navigate 34%, Occult 75%, Inuit Occult 62%, Persuade 33%, Photography 39%, Psychology 70%, Ride 49%, Sketch/Draw 90%, Sneak 67%, Spot Hidden 75%, Swim 50%, Throw 47%, Track 37%, Woodcraft 30%, Zoology 19%
Languages: English 90%, German 63%, Inuit 72% (spoken only), Latin 44%, Spanish 45%
Attacks:
Rifle Attack 45%, 2D6+4 damage (Lee-Enfield Mark III .303 bolt-action rifle)
Handgun Attack 45%, 1D10 damage (P08 Luger 9mm pistol)
Fist/Punch Attack 65%, 1D3+2+db damage (brass knuckles)
Fighting Knife Attack 55%, 1D4+2+db damage (Enfield bayonet or khukri knife)
Bayonet Attack 27%, 1D6+1+db damage (bayonet attached to rifle)
Spells: Bind Fire Vampire, Call/Dismiss Ithaqua, Chill of the Wendigo, Contact Gnoph-Keh, Dread Curse of Azathoth (variant), Dominate, Flesh Ward, Implant Fear, Mental Suggestion, Mindblast, Nightmare, Power Drain, Shrivelling, Strike Blind, Summon/Bind Nightgaunt, Voorish Sign, Wither Limb, Wrack, plus all rituals in the Resources section and all Inuit spells there as well.
Notes: Of all cult members, Reinhold Blair is by far the most malevolent and most dangerous. He is a twisted deviant who takes pleasure in inflicting pain on innocents and taking part in the most hideous and obscene acts possible. No other cultist is even remotely like him and he is radically different from the rather sedate norm of the cult. Worst of all, he covers up his true nature in a most cunning manner and outwardly appears to be a reasonably normal person with a quick wit and a great passion for sketching, hunting, and target shooting. He has an unforgiving and stubborn personality and is likely to pursue anyone he believes has wronged him. If the investigators ruin the cult plan in Alaska, he will go to extreme lengths to exact revenge and assist the rest of the cult in the process. Reinhold is a powerful priest of Ithaqua with a formidable arsenal of spells and rituals and has knowledge of both Inuit and Mythos magic. If killed, a special "blessing" bestowed on him years ago by Ithaqua causes him to transform into a Child of the Wendigo, reanimate, and go on a rampage. He will be in control of any *tupilat* that are present at the cult stronghold near Endurance, Alaska.

Ahzuak, Inuit shaman, priest of Sila, and tutor to Reinhold Blair
Nationality: Inuit

STR	4	DEX	5	INT	17	CON	6
APP	7	POW	24	SIZ	9	EDU	14
SAN	0	Luck	120	HP	8	Age	80

Damage Penalty: -1D4
First Appears: Endurance, Alaska
Education: no formal education
Skills: Astronomy 30%, Bargain 34%, Boating 61%, Conceal 33%, Cthulhu Mythos 33%, Drive Sled/Sledge 43%, First Aid 35%, Hide 21%, Listen 10%, Medicine 10%, Natural History 40%, Navigate 56%, Inuit Occult 78%, Persuade 47%, Psychology 50%, Sneak 19%, Spot Hidden 94%, Swim 37%, Track 67%, Woodcraft 51%
Languages: English 55% (spoken only), Inuit 95% (spoken only)
Attacks:
Rifle Attack 30%, 1D10+4 damage (.58 percussion rifle)
Spells: all Inuit magic in the resources section and all the rituals there as well.
Notes: Ahzuak is an elderly Inuit shaman devoted to Sila and the cause of freeing his life essence from the Temple of the Winds. Age causes him many problems. In addition to arthritis that limits his physical activities, he is hard of hearing and physically weak. Worse, he suffers from bronchiectasis, a chronic respiratory disease that causes extremely annoying coughing. Despite this, he is still sharp-eyed and an excellent tracker and hunter. Of course, game is often alerted by his coughing, but he is nevertheless still in good enough condition to move about well. He has long tutored Reinhold Blair and is the one most responsible for Blair's extensive knowledge of Inuit magic. Ahzuak is very knowledgeable in the area of Inuit occult, folklore, and magic and possesses many powerful spells. His most prized possession is a magical *pooksak* which contains a small servant. The *pooksak* (normally a sealskin hunting bag) is the home for a variant of a *tupilak* called Jariax (Inuit for "evil spirit"). Jariax appears to be a weasel, but is actually made of the parts of several small animals cunningly sewn together. When the *pooksak* is opened, Jariax emerges and will do the bidding of Ahzuak. Usually, it will provide him information or spy for him, but occasionally will kill Ahzuak's enemies using a variant of the Soul-Steal spell (no materials are needed, casting time is three rounds, and a spirit is not summoned since Jariax is a spirit itself). It has a POW of 24 and a DEX of 19. To be destroyed, it must be incinerated or hacked apart.

D E T W I L L E R

CHAPTER THREE

Secrets of the Kuriles

Travelling to the Kuriles is a lengthy and expensive process. The trip will most likely begin from a port on the west coast of the United States. Assuming the group leaves from San Francisco and takes a U.S. or Japanese ocean liner, the voyage to Tokyo or Yokohama takes six-and-a-half to seven days not including a stop of several days at Pearl Harbor on the Hawaiian island of Oahu. The cost, not including the stay at Oahu, is $270 per person, triple cost for first class accommodations. In addition to the cost and time of the trip, the expedition may have to wait for passports and other documentation to be readied. Also, a group Luck roll must be made each week to determine if a liner is ready to leave for Japan. In the event the group has poor luck, a liner will be ready the week after the fourth failed Luck roll (delayed another week if the final roll is fumbled).

Arrival in Japan

Once in Japan, the investigators should have little reason to tarry unless they wish to tour the country. Arranging transportation to the Kuriles is not particularly difficult as long as the group is not squeamish about spending money and has an interpreter or a member who speaks Japanese. The best option is to hire a fishing trawler or similar vessel to take them first to the isle of Etorofu at the southern end of the island chain. This is an excellent place to gain information since it is the most populous isle and acts as a relay point for supply vessels heading for the northernmost islands.

Etorofu's harbor consists of a concrete pier and nearby radio shack. (As a historical side note, it is from this harbor that in 1941 the Japanese fleet which attacked Pearl Harbor assembled just prior to commencing that fateful operation.) Near the harbor are several ranches and homes where people raise horses and other livestock and eke out a living in the harsh environment. Newcomers are best served by visiting one of these homes to solicit information. The locals are friendly, though somewhat suspicious of non-Asian outsiders. However, if the visitors look relatively normal and nonthreatening, they are more than happy to invite them to tea or even a meal. They are, of course, eager for any news and will be happy to answer any normal questions. If asked about airships, new structures in the area, or anything else along these lines, the investigators will be told that a secretive group of outsiders bought a large portion of the island of Shimushu about two years ago and have since put up several large buildings. What they are doing there is unknown and they have certainly been unneighborly and have fenced off their land with barbed wire. Little else is known about these strangers except that some are European. Some people can also inform the investigators of activity on the supposedly uninhabited Chirihoi Island. When pressed for details, they can only say unmarked boats and aircraft have been seen in the area. Fishermen have seen a small dock and a few buildings, but nothing significant. The facilities on Chirihoi belong to the Japanese Navy and have nothing to do with the cult. However, the operations there are secret and more is given on this in the Red Herring that follows this chapter.

Investigation in Japan

Sometime during their stay in Japan, the investigators may wish to do some checking on the cult. They must have an interpreter or member who is fluent in Japanese, but even this may not be enough to get anywhere. Foreigners will have many difficulties with the Japanese bureaucracy, mainly due to the xenophobic nature of the country in 1929. However, if they manage to fight their way through the morass of red tape, they may be able to find out about Shimushu Island, the supposed location of a cult base.

Shimushu's largest land owner is Hiro Nakamura, a powerful industrialist with factories in Tokyo, Osaka, and Yokohama. He has established a vacation ranch on Shimushu and has introduced some hardy large game animals to the island. Several fishermen own pieces of land and have established a communal dock and small cannery. Nothing on Nakamura can be pried out of government sources and newspapers mention little beyond the normal society page fluff. He does have a residence in Tokyo, but a man of his means naturally has several homes scattered across the country. More on this wealthy and powerful man can be found in the description of Shimushu Island and in the Stats. In the unlikely event the group gains access to some form of land records, it can be found that Nakamura owns not only a large chunk of land on Shimushu, but a few acres on Paramushiro as well. The latter info should be hard to find.

If Chirihoi becomes the focus of the investigators, little can be found. It is a small island that belongs to the government and officially has no population. Landings on the island are not permitted since in the past, it was used as

a target range for naval vessels.

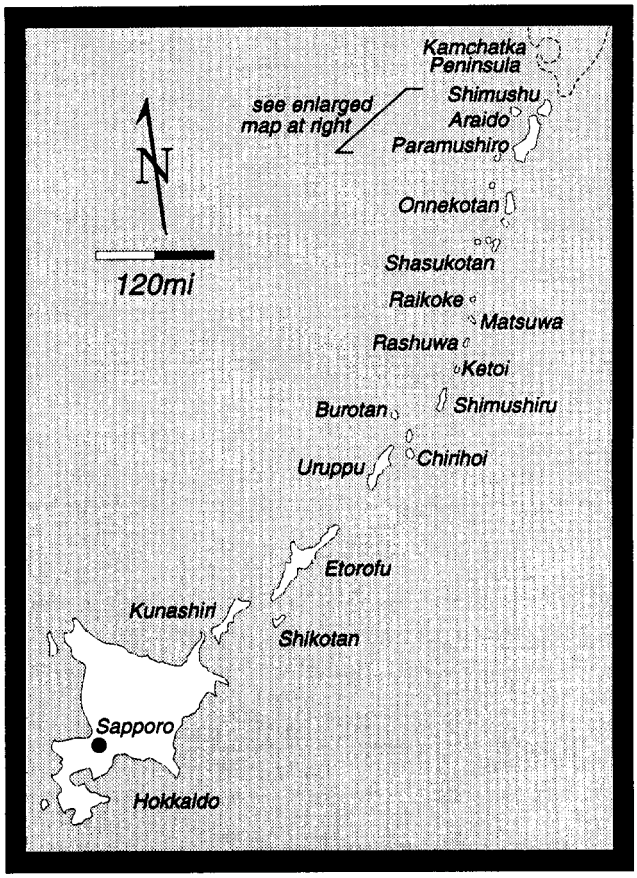
About the Kuriles

The Kurile Islands, located between 44°45' and 50°56' north latitude and 145°25' and 156°32' east longitude, are a string of high, rugged, volcanic islands that lie between the northern shores of Hokkaido and the southern tip of the Kamchatka Peninsula. The Japanese consider them to be part of their home islands and gained undisputed control of them after the signing of the Treaty of St. Petersburg in 1875 (they will be seized by the Soviet Union in 1945 and never returned). Many of the islands, particularly the northern ones, are characterized by steep slopes which descend into the ocean making access often difficult. Only the northernmost island, Shimushu, is low (maximum 618 feet in elevation) while the rest have high peaks. While many are very rugged and craggy, some, such as Kunashiri and Etorofu, have extensive level stretches. The northern Kuriles possess low hills, swampy valleys, and many small lakes and ponds. Vegetation generally comes in the form of scrub pines, grass, and mosses; foxes, small rodents, and water fowl are also prevalent. In addition, small bears may be present in limited numbers. Paramushiro is particularly rugged. The southern Kuriles are more heavily wooded with both Kunashiri and Etorofu being heavily timbered, the latter so much so that overland travel is inhibited. Bears, wolves, foxes, and smaller mammals inhabit these islands and livestock are also raised, including horses. The Ainu are the native people of the Kuriles, but many settlers from Japan have come to the islands to farm or fish. Inhabitants are concentrated in the southern islands. All of the volcanoes are dormant with the most recent eruptions having occurred at the end of the nineteenth century.

To those reading this description it becomes obvious why the cult would choose the Kuriles to stage their operations from. Their geographical position is excellent, they are located fairly far north and most importantly, they are remote and sparsely-populated. Little is known about them and few travel through the area aside from fishermen. The cult facilities on Shimushu Island are situated in a position where they cannot be seen from a passing boat or ship and are easily defended. So far, the cult's activities have remained secret and much of this is due to the shrewd choice of locale for their base.

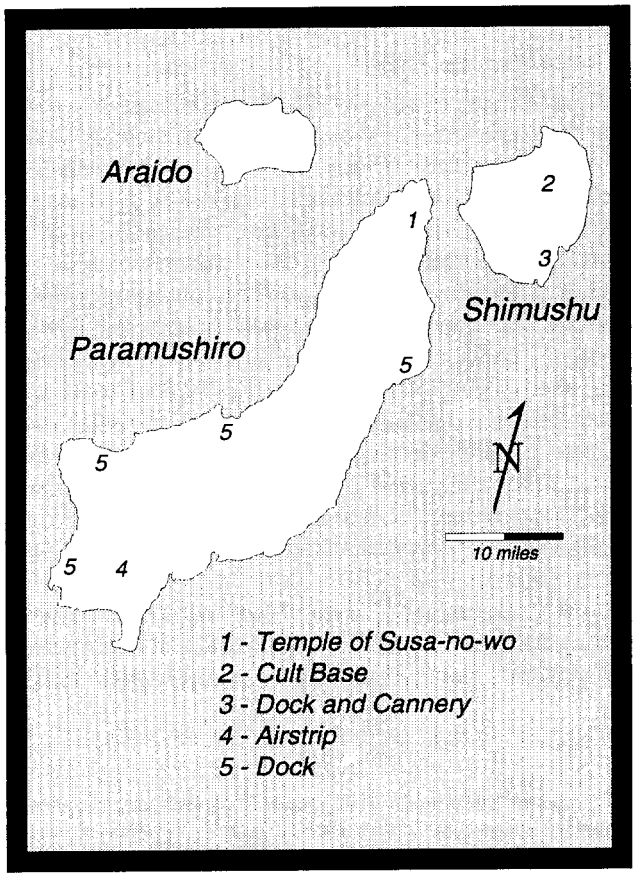
Military Presence & Response

Prior to the Second World War, there was not much of a military presence in the Kuriles themselves. However, the close proximity of Hokkaido permits swift intervention if trouble is detected. If the authorities are notified by a concerned citizen or are otherwise made aware of impending problems, the first reaction will come in the form of two



Coastal Motor Boats (C.M.B.s). These fast but aging craft are due for retirement soon, but several are based in harbors in Hokkaido and see irregular service in coastal waters. They are capable of achieving speeds of 38 knots allowing them to chase down virtually anything on the ocean. Possessing a crew of five, they are torpedo boats mounting a pair of 18 inch torpedo tubes, two .303 Lewis machine guns, and two depth charges. Each crew member has a 6.5mm Arisaka bolt-action rifle and the commander is armed with a Type 14 8mm pistol. These craft have a relatively short range and must stop periodically for refueling. As a result, they will almost certainly stop at both Kunashiri and Etorofu for fuel and while there, will interview residents.

If they believe more forces are warranted, they will radio their Hokkaido base for reinforcements. This will come in the form of two *Kamikaze* class destroyers, *Asakaze* (Morning Breeze) and *Harukaze* (Spring Breeze), which will each have, in addition to a crew of 148, a thirty man platoon of Marines aboard to serve as a boarding or landing party. These fearless troops are highly trained and are equipped with Arisaka rifles, bayonets, and hand grenades. Their lieutenant will also have a handgun and perhaps a sabre of some sort. The destroyers are 320 feet long, 30 feet wide, and have a maximum draught of 9.58 feet. They are capable of a maximum speed of 34 knots and at 15 knots, can travel four thousand miles before refueling. Armament consists of four 4.7 inch single gun mounts, six 21 inch



torpedo tubes, and two Type 3 6.5mm machine guns. This enables them to provide effective supporting fire for the troops as well as being able to deal with any large vessel, such as a freighter, that the investigators may have acquired somewhere along the way. In the face of this, the investigators would best be served by fleeing the area and coming back at a later date.

In this chapter, it is assumed that the Japanese Navy did have a small training base in the Kuriles and that the investigators may learn of it and believe it is the center of cult activity. C.M.B.s from Hokkaido will not travel much past Chirihoi due to fuel restrictions, but destroyers face no such range limitation. The military presence on Chirihoi is fully described in the next section, "Red Herring: Chirihoi."

Shimushu Reconnaissance

The investigators should attempt some form of reconnaissance prior to taking decisive action against the cult facilities on the island of Shimushu. Aerial reconnaissance is one viable option. A biplane can be hired on the northernmost main Japanese island (Hokkaido) at the cost of twenty to thirty dollars per day (a Bargain roll here is appropriate) plus a contractual obligation to pay for the replacement of the aircraft in the event it is lost. The plane, a single engine, two seat De Havilland *Moth* biplane trainer (maximum speed 90 mph, approximate range 200 miles), will take a few days to hop north from island to island to finally arrive at a small dirt airstrip on Paramushiro, an island adjacent to Shimushu. From there, overflights of the cult facilities can occur. One flight can safely be carried out without cult opposition, but it will cause them to increase security. Subsequent flights may be subjected to ground fire or even interception by one or both of the cult's armed aircraft based on the island. Since the investigators' aircraft is unarmed and made only of canvas and wood, its occupants are in great danger of being killed during an aerial confrontation. For a larger fee (thirty to forty dollars), a Fokker F.VIIA/3m trimotor transport aircraft may be rented and this aircraft, with some modifications, can make a reconnaissance flight to the northern Kuriles in one flight. The Fokker has a maximum speed of 118 mph and a normal range in excess of 1,000 miles. The aforementioned modifications will reduce the passenger and cargo capacity, but will increase the range.

If the investigators hired a pilot when the aircraft was rented (the most likely possibility), he will be Kenji Takahashi (see the NPC list), until recently a flyer for the Imperial Japanese Navy. Each time the aircraft is flown, if the weather conditions are mild, two Pilot Aircraft rolls must be made, one when it takes off and one when it lands. Assuming the pilot is proficient (i.e. he/she has Pilot Aircraft skill of 25% or more), a takeoff or landing is successful unless the roll is fumbled whereupon more Piloting and/or Luck rolls must be made at the Keeper's discretion to determine the severity of the blunder. If the weather conditions are adverse, the aforementioned rolls will be modified at the Keeper's discretion, but in any case, Kenji will refuse to fly in foul weather unless his life is at stake.

If the aircraft makes a low level flight over the facilities on Shimushu island, after the first pass, it will be met with ground fire from rifles and machine guns. The pilot must avoid fumbling a Pilot Aircraft roll or else he/she will panic or freeze up and accidentally slam the plane into the ground or a structure (a pilot with combat experience will not suffer from this possibility). Next, the Keeper must roll a collective attack roll for the cultists. On the first pass, they have a 20% chance of hitting the aircraft. For each subsequent pass (if any is made), the chance increases by 20% to a maximum of 60%. If the aircraft is hit, the Keeper should roll the result on the last table from page 34 in the Aerial Combat section. Ground fire is not the only danger they may face. Interception by the cult's Sopwith *Snipe* fighters is a more lethal threat. If the occupants of the group's aircraft fail to make successful Spot Hidden rolls at half the normal chance and the cult pilot(s) successfully roll their Pilot Aircraft rolls, an interception has occurred. Note that if those in the reconnaissance aircraft specifically state that someone is watching for aerial threats, then the Spot Hidden rolls are not halved. If at least one of the Spot Hidden rolls is successful, the pilot must then make his/her Pilot Aircraft roll to avoid

interception. If one or both of the cult pilots makes his roll at a margin greater than the pilot of the group's aircraft, interception still takes place. Once intercepted, aerial combat can be resolved using the system provided on page 33.

Another option the investigators may exercise is to attempt to observe the cult facilities from the ocean. Hiring or purchasing a boat in Hokkaido is not difficult, but such reconnaissance is not helpful since nothing can be seen from the sea. However, sending a team ashore from a vessel can produce good results. They must avoid heavily armed cult patrols and infiltrate the perimeter defenses, but they may learn much from such activity. The specifics are left up to the Keeper (assisted by the information provided below) and what plan, if any, the players try to execute.

Paramushiro

One of the larger islands in the Kuriles chain, Paramushiro is, for a variety of reasons, a logical place for the investigators to visit. First, being the closest island to Shimushu, it is in an excellent geographical location to be used as a staging area for reconnaissance of or a raid on its northern neighbor. The population here is small and can be a valuable source of information. A small dirt airstrip is located near the south end of the island and was placed here several years ago by the Japanese government when it was testing aircraft in cold, northern conditions. The strip is now abandoned and lacks any facilities; even a wind sock is absent. On the southeast side of the island is a small harbor consisting of a small pier and a storage shed. Nearby are shacks used by fishermen and these contain miscellaneous equipment and supplies. Permanent inhabitants are generally located near the shore of the southern half of the island and few people have any reason to venture north.

Questioning the locals can be useful. Virtually all have seen or know of aircraft that fly over every so often (at least once per month) and each time this occurs, it is an event since such craft are still a rare sight in this region. Thorough investigators will go beyond questioning just one or two of the inhabitants. A few are willing to speak of a strange building located in an especially remote and rugged portion of the island near the northern tip. Specific questions must be asked in order to gain this information since it will not be easily volunteered. Little can be said about the structure except that it seems it is a traditional Japanese pagoda-style building and that one evening every three or four weeks, there is a lot of activity there. None of the locals are involved, the witness states (truthfully, by the way), and just who is responsible is not known. No one has drawn any connections between the overflights of the aircraft and the activity at this strange structure. Similarly, no one can be found who has investigated the mystery since everyone seems more concerned with minding their own business and trying to survive in this harsh frontier environment.

Reaching the Temple

If the investigators find out about the strange structure, either by discovering land records or by speaking with the island's inhabitants, they may feel it is worth checking out. Reaching the area in which it is located can be done in two ways. One is to go through a long and grueling hike (remember, Paramushiro is the most rugged of the major islands of the Kuriles chain), possibly during inclement weather. This affords the group more stealth, but is very physically demanding. Each person involved in the hike must attempt two rolls. The first is a CONx4 roll which, if failed, results in the individual being close to exhausted upon arrival at the destination. The second is a DEXx5 roll which, if failed, requires a Luck roll to be successful in order to avoid a nasty fall. If a fall occurs, 1D6 hit points of damage is taken, but this may be reduced or even eliminated by a successful Jump roll.

An easier method of travel is to sail to the northern end of the island, within sight of Shimushu, and land on the rocky shore. From there, the hike is relatively short and an

Susa-no-wo

This is the interpretation of Ithaqua in Japanese religion. The story of Susa-no-wo (also spelled Susa-no-o and Sosa no wo depending on the source) is as follows. This wind deity is a son of Izanagi and Izanami, sibling deities that were also married and produced an entire pantheon of gods and goddesses. Susa-no-wo ("The Impetuous Male") quickly earned a dark reputation. He possessed a very bad temper which often resulted in cruel and barbaric acts. A childish tantrum could result in widespread terrestrial devastation.

To his parents, this was unacceptable and they ultimately decided to banish their son to the Land of Yomi (Hades). Before his departure, he made a seemingly reasonable request. This was for him to visit his elder sister Ama-terasu, the Goddess of the Sun. She was suspicious of him and prepared for combat. The cunning wind god chose to adopt a penitent manner, confusing his sister and averting a violent confrontation. It wasn't long before his true nature showed itself. He ruined Amaterasu's rice fields in heaven and killed some of her colts and even caused her to accidentally injure herself. The now-angered Sun Goddess placed herself into seclusion, plunging the world into darkness. It took a coordinated effort among the gods to coax her out of hiding, but for Susa-no-wo, his fate was sealed. He was chastized and banished to Yomi Land. It is this banishment as well as his notorious temper that places him squarely in line with other deities that resemble Ithaqua.

Investigators conducting research on Japanese religion will probably find the best available source, outside of interviewing experts, to be a translation of *Nihongi*, a centuries-old Japanese tome. Originally written in Chinese and Japanese, this book has by the 1930s been translated into a number of other languages including English and German. One version translated by W. G. Aston was published in London in 1896 and may be found in many good city and university libraries in the English-speaking world. The 1956 edition of this translation is in the bibliography and may be obtained by the Keeper for use as a visual aid.

obvious trail can be found from the beach into the rocky hills and crags. In addition, there are signs on the beach (old rope, bits of a small wooden watercraft, etc.) that others have landed here in the past. A cult guard is constantly on watch from a concealed position overlooking the beach and trail and will see any landing unless a group Luck roll succeeds at half the normal chance. This guard will not reveal himself. Instead, he will sprint down to the structure to warn guards there. In the meantime, the trek from the shore will take the investigators half an hour unless they are in some sort of hurry.

As the investigators progress, they will notice the landscape is extremely forbidding. Trying to walk away from the trail is no good due to steep and sometimes sheer sides. Anyone with any sense of tactics will realize that if enemies could somehow scale the sides of the ravine, the high ground would be an excellent place to attack from. Their progress will be unmolested by the cultists, however, even if their presence is known. While the guard will be taking a shorter and smoother route to the structure, he will still reach it only ten to fifteen minutes ahead of the intruders.

The place he has been charged with defending is a temple built by Nakamura that is devoted to Susa-no-wo, a Japanese wind deity. Twelve to fifteen cultists are here all the time except on nights of the new moon. On such nights, a contingent of cultists crosses over from Shimushu to worship and conduct dark rites to the Wendigo. Traffic between this Temple of Susa-no-wo and the cult base on Shimushu is relatively sparse except on ritual nights. In addition to nights of the new moon, people travel to and from the temple not much more than once or twice per week.

The Temple of Susa-no-wo is one of Nakamura's early creations and predates the nearby cult base. The land on which it sits is owned by him under the name Saito Yamaguchi. It is in an excellent location in order to maintain secrecy and security. Since some of the rituals are rather blatant and might be risky to perform at the base (due to a lack of cover there as well as the volatile nature of the airship, aircraft, and related materials), this temple is ideal and has been expanded somewhat in order to accommodate the burgeoning population of cultists. Visitors first see the building as they come out of a narrow winding ravine (assuming they used the trail, otherwise they probably see it as they top a rise to the south) into a flat-bottomed, high-walled valley. From the exterior, it appears to be a traditional Japanese structure built into the valley wall. No activity will be seen if there has been prior warning; otherwise, there will be some small activity such as a few people moving about outside, doing chores, and otherwise busying themselves with the mundane tasks of life in the Kuriles. If the cultists received warning, they have armed themselves and scattered about in various positions of ambush both inside and outside the structure. On the next page is a description of the building itself which the Keeper may refer to as the investigators search it and deal with its inhabitants. If the investigators make it to the temple during a ritual, the Keeper must decide which one known to the Kuriles cult leaders is being performed.

Security

Unless the investigators arrive on a ritual night, only twelve to fifteen guards and attendants are present at the temple site. If they have prior warning of inbound intruders, they will scatter into positions of ambush in and around the building. Only six or seven will be outside, but they possess most of the firepower. Four have 6.5mm bolt-action rifles (2D6+3 damage, one shot every two rounds) with which they each have a 35% to 45% attack skill. The rest are dependent on 55-pound hunting bows (1D10+2 damage, one shot every two rounds) for ranged attacks. Attack skills with these range from 40% to 50%. All possess some form of melee weapon such as a long dagger, sword, or hatchet (30% to 60% attack skill). Guards within the structure have only melee weapons except one who also uses a 12-gauge, double-barrel shotgun. Ambushers outside will generally be entrenched in high, rocky positions that are difficult or impossible to reach from the valley floor. Of course, this does not make them immune to rifle fire, but the positions reduce the chance for each to be hit by 20% of the attacker's skill.

Security is more lax when a ritual is in progress. Intruders may be able to slip in unnoticed and pose as cultists. Most major ethnic groups of the Northern Hemisphere are represented in the cult, making the task of infiltrating easier. Little can be learned from doing this. Overheard conversations confirm that a base is on Shimushu and that important tasks are being performed there. Anything else learned by the investigators is up to the Keeper though perhaps the names of some of the more prominent cultists can be revealed.

The Peak

Overlooking the Temple of Susa-no-wo are several peaks, the highest of which is a shrine to Ithaqua where some of the most dire rituals culminate. Overflying the peak reveals nothing to the naked eye that looks out of the ordinary. In actuality, the roughly circular plateau, which measures approximately forty feet in diameter, has been the site of some extremely brutal human sacrifices. Around the perimeter are fifty evenly spaced holes in which can be inserted eight-foot-high wooden pillars. These polished teak pillars are stored beneath a nearby overhanging ledge and are further protected by a waterproof tarpaulin.

During even the warmest and sunniest of days, this area is characterized by a disturbing, unnatural chill that penetrates even the heaviest of clothing. This has no

The Temple of Susa-no-wo

Appearing to be a traditional, Japanese, pagoda-style structure, this building is a tri-level temple built into the valley wall. Nothing on the exterior reveals the building's purpose. Note that it has no electricity, plumbing, etc.

Ground Floor

Entryway: This broad open area is tiled with black marble and walled with gilded panels. The open entryway to the north is flanked by a pair of gilded braziers that are always kept lit. A brass oil lamp hanging from a chain in the center of the arched ceiling is the only other light source in this area. The doors to the outside are made of heavy, polished teak and can be barred, if need be.

Assembly Hall: Adjacent to the entryway is a magnificent assembly hall. At the north end is a ten-foot-high statue of Susa-no-wo. The god is seated on a solid basalt dais measuring ten feet in diameter and four feet in height. The statue itself is a remarkable piece of artwork garbed in golden robes. A half dozen gilded braziers surround the dais, dimly illuminating the area at that end. On each side of the hall is a set of wooden stairs ascending to the second floor. A balcony is built into the walls ten feet above floor level and overlooks the room. The ceiling is thirty feet high. The final feature of this room is a marble tile behind the dais that has been cunningly altered to be a trap door. A bronze ring set in it can be pulled to swing the large tile up, revealing a vertical shaft. Iron rungs in one wall of the shaft form a ladder, allowing people to climb safely into the darkness below. This shaft descends into a subterranean complex described later.

On ritual nights, this room may, depending on the ritual, be the site of much activity. At such times, the statue is imbued with part of the spirit of Ithaqua, making it dangerous to touch. There is no overt sign of the presence of the spirit except for a dim light in the eyes which is barely visible (requiring Spot Hidden rolls to succeed at half the normal chance). Unprotected skin touching it causes the skin to suffer from instant and severe frostbite. Damage inflicted is 1D4 hit points and permanent scarring is the minimum result. If combat breaks out within the assembly hall, the statue will not animate or otherwise do anything rude though suspicious investigators may expect this. However, everything within its line of sight can be perceived by an angry Ithaqua who will show up on the scene to punish the intruders and his incompetent worshippers. Note that this can only occur on ritual nights. At all other times, the statue is an inert mass of harmless material.

Second Floor

Barracks: Occupying the area east of the assembly hall is a large barracks that can house up to thirty people. Accommodations are dormitory-style with futons serving as beds. Dashed lines on the diagram within this room are light paper and wood partitions that block line of sight, but pose no real obstruction to movement or gunfire. They run floor to ceiling and have sliding doors and serve to provide some of the inhabitants a greater measure of privacy. This is where the dozen or so guards who are routinely on-site sleep. When rituals are conducted at the temple, this room is filled to capacity. Light is provided by several brass oil lamps hanging from chains attached to the ceiling. At one end are primitive but functional kitchen facilities that can serve the needs of the guards only. When rituals are conducted, the visiting cultists either bring their own food or do without.

Storeroom: This room occupies the area west of the assembly hall and contains crated supplies of all types. Foodstuffs, tools, and clothing are typical items to find in here. A set of wooden stairs is built into the west wall and goes up to a trap door in the ceiling.

Third Floor

Storeroom: The third floor is completely occupied by crated supplies. When rituals are being conducted, this room will supply much of what is consumed by the burgeoning population of the area. Otherwise, this room sees almost no activity and can be a good place for intruders to hide out for a while.

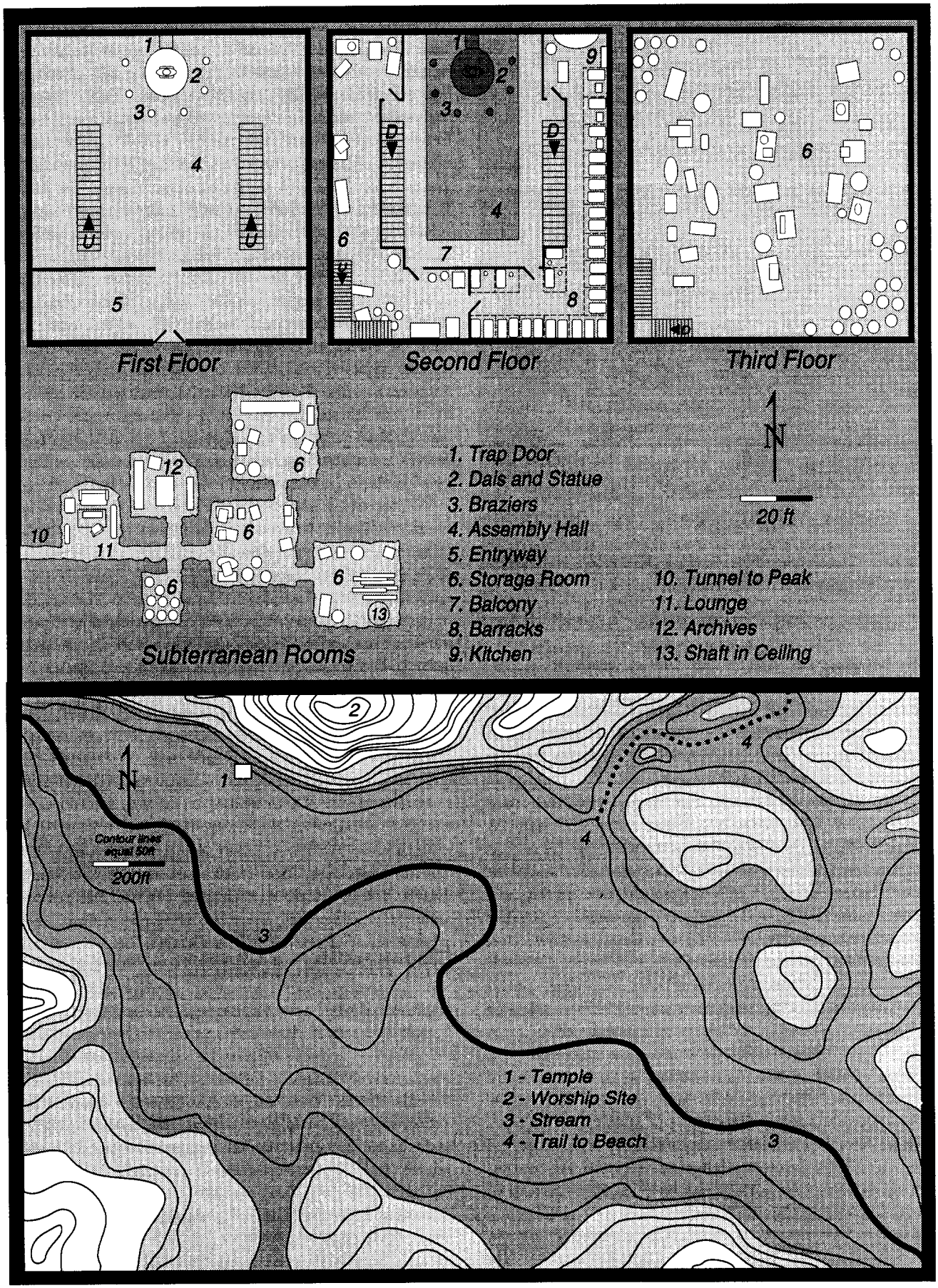
Subterranean Rooms

Rooms A through D: Each of these is a storeroom much like that on the second floor. Room A is unique in that the shaft from the assembly hall opens into the ceiling near its south end. Each of the rooms is separated by a heavy fabric curtain, not a door. The ceilings are only seven feet in height which may be somewhat restrictive to some of the taller investigators. Only the floor is smooth. The walls and ceiling are rough hewn and distinctly show the signs of being worked by human tools. In fact, digging implements including pickaxes can be found in Room C.

Archives: A converted storeroom, this area now houses literature of importance to certain high ranking cultists. Most is unrelated to occultism and merely serves to entertain prominent types such as Nakamura. However, a portfolio of maps and diagrams can be found on a desk in the center of the room. Among normal navigation charts and maps of various areas of the world are excellent, up-to-date charts of the northern Kuriles, a map of the Temple of Susa-no-wo including the underground sections, a map of the cult base on Shimushu, and detailed maps of Paramushiro and Shimushu.

Lounge: Adjacent to the archives is a small, but well furnished lounge complete with carpet and ornate Persian tapestries. It is meant for the private use of Nakamura and other prominent cult members.

Tunnel: This five-foot-wide, six-foot-high winding tunnel runs through the adjacent high ground toward the highest nearby peak. Near the top it opens out into a cleft in the rock. Steps have been carved into the stone forming a crude path to the flat top of the peak. More on this is given in the section entitled "The Peak."


First Floor
Second Floor
Third Floor
Subterranean Rooms
1. Trap Door
2. Dais and Statue
3. Braziers
4. Assembly Hall
5. Entryway
6. Storage Room
7. Balcony
8. Barracks
9. Kitchen
10. Tunnel to Peak
11. Lounge
12. Archives
13. Shaft in Ceiling
20 ft
Contour lines equal 50ft
200ft
1 - Temple
2 - Worship Site
3 - Stream
4 - Trail to Beach

adverse effect on living tissue unless exposure is prolonged. Another effect of the peak is that power sources, such as flashlight batteries, are drained almost instantly. Lanterns and torches are not affected. The energy is not absorbed into anything and cannot be accessed by the cult. It is merely lost to the environment.

Intruders who enter the circle formed by the holes are in for trouble if they fail to invoke the name of Ithaqua. As they investigate, the Wind-Walker is sending a Child of the Wendigo to exact vengeance on someone who would be so uncouth as to fail to honor his deity by not speaking his exalted name. The Child can come from any direction the Keeper wishes since it can easily scale the sheer sides of the peak using its powerful claws. Due to the mystical nature of this locale, it is logical that Ithaqua would bestow special powers upon the Child in order to make it a more effective guardian. The specifics of this are in the Keeper's hands, but typically such powers include limited powers of flight and limited control of the environment (temperature, wind direction and velocity, etc.). If Ithaqua happens to be in the area, he could put in a personal appearance, but the odds of him being here are exceedingly remote. Unless the cult has specifically summoned him very recently, the group would probably have to fumble two group Luck rolls in order to have the Wendigo show up.

If the Keeper so desires, there is an alternative to sending in a Child of the Wendigo. A sudden windstorm could sweep in and blast the surprised intruders from the peak. Those failing DEXx5 or SIZx5 rolls (whichever is higher) are tossed over the side and suffer falls of sixty to one hundred and fifty feet (50+1D10x10 feet). Damage inflicted is 1D6 hit points per ten feet although a successful Jump roll can reduce this damage by 1D6. Those fortunate enough to succeed in their DEX or SIZ rolls can maintain a grasp to a rock or outcropping and remain on the peak. Buffeting from the wind and being hurled across the rocks still results in these fortunate folks taking 1D4 hit points of damage. The wind blast lasts less than a minute, but can result in the loss or destruction of loose equipment in addition to those heaved off the plateau. Those who have not fallen the full distance possible will find themselves, if they have survived, stranded on a steep, rocky slope, perhaps clinging to a boulder or lodged in a narrow niche. Such people must devise a way to extricate themselves from this and are exposed to gunfire from any cultists below. They are really in bad shape if no assistance from friends is forthcoming, since climbing the slopes without good tools and proper expertise is virtually impossible.

When rituals are conducted here (note that not all are conducted on the peak; many happen in the valley below or in the temple), the pillars are emplaced. These are not some decoration. They serve to focus the power of the spellcasters and allow them to expend ten percent less magic points (round up fractions though at least one point must be spent on any spell requiring them). They provide little cover since they are only six inches in diameter, but can be grasped by anyone about to be knocked off the rim. The cultists bring the trappings of their religion with them which includes a pair of sawhorses and a sturdy plank to be placed atop them. Once this crude table is covered with a tarpaulin, it is ready to be used to sacrifice a victim or serve as an altar of sorts. No more than a dozen or so cultists will attend a ritual here. Nighttime rituals are always lit by torches and lanterns, a dozen of the latter being spaced evenly around the rim of the plateau. Cultists who are not directly involved carry more lanterns as well as torches.

Shimushu Island

Like most of the Kuriles, Shimushu is volcanic in origin, but is unique in that it is low and not very rugged. The bulk of the island is owned by the cult in the name of Hiro Nakamura, a successful Japanese industrialist. Officially, the land contains only a hunting lodge and a few outbuildings. Nakamura, a high ranking cultist, has successfully used his political influence to avoid government inspectors who would have been interested in the current activity on the island. As far as the government knows, Nakamura built a hunting lodge there and introduced several species of large, hardy game animals to the area. Hiro Nakamura's specific location is up to the Keeper, but he may be found

either on this island, at the offices of Nakamura Industries in Tokyo, at his residence in Tokyo (where his wife and son live), or at his residence in Osaka (where he keeps a mistress). Nakamura Industries manufactures machine tools at factories in Tokyo and Osaka and engine parts at a factory in Yokohama.

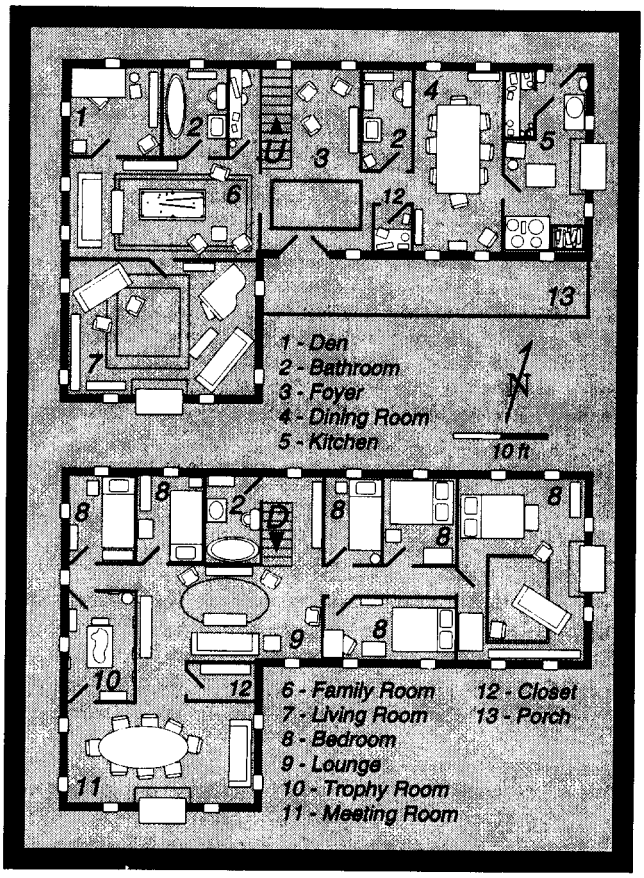
The rest of the island is owned by fishermen who spend only a few months out of the year on the island and have nothing to do with the cult. They have established a small cannery plus other minor facilities including a dock. If they are tracked down and questioned, they will say that Mr. Nakamura is unneighborly and strange people are constantly going to and from the island. Many of these strangers are foreigners and while none have been hostile or threatening, they sometimes use the fishermens' pier without permission.

The youngest son of one of the fishermen can provide further information, but his father will forbid him from speaking to foreigners. If eight year old Akiro Tamura can be interviewed and convinced to talk, he will describe the general layout of the base. He apparently has become fixated on the base since it is the only point of interest on the island. While he has never climbed the fences because of the guards and dogs, he did manage one time to slip inside the perimeter by crawling through a narrow drainage pipe leading to the ocean. The concrete pipe is too small for an adult to pass through and is very tight even for Akiro, but he went through it anyway during a fit of uncontrolled curiosity. He describes large buildings, a lot of activity, and even a small airfield. Were it not for the roaming dogs, he might have gone further. Instead, he pulled out and never went back fearing he might get caught and have to face his strict father. This fear more than anything else will inhibit his ability to speak with the investigators.

Defenses

Nakamura's land is reasonably well-defended, but has certain weaknesses. While there are plenty of well-armed guards, lighting outside the immediate area of the main compound and the main gate is nonexistent, making infiltration of the area on a dark night easy. The perimeter dogs pose the greatest threat, but if they can be avoided or quietly dealt with, all that remains is for the intruders to be stealthy. Penetrating the fences requires the appropriate tools and the Keeper may wish to unnerve the players by hinting the area behind the fences or between them may be mined. Of course, this is not true, especially since the dogs roam the area between the two perimeter fences and cold weather wreaks havoc with land mines.

Upon reaching the edge of the main compound, the investigators have many options, but all initially depends on what objectives the group has set for themselves. If their objective is to destroy the aircraft and facilities, a few flares or some well aimed small arms fire can detonate fuel in one



Nakamura's Hunting Lodge — see p. 94

or both of the hangers. Anyone within the compound when the fuel goes up runs the grave risk of death or serious injury unless they are behind sturdy cover. Swift retaliation can be expected in this case, but is likely to be disorganized and escaping in the confusion resulting from the blast is relatively easy.

This situation completely changes if the investigators plan to infiltrate the compound with an eye to spying, obtaining clues or loot, or trying close up sabotage. With the descriptions and diagrams provided, the Keeper is free to run this however it seems necessary. Regardless of their plan, the group runs great risks when attempting this unless they are both skilled and lucky. Under no circumstances should the Keeper allow them to capture either of the armed aircraft or any automatic weapons. At the Keeper's option, a transport aircraft could be captured and used to fly to freedom or eventually even to the North Pole.

Douglas Enright

Enright is the leader of the cult on Shimushu Island and can normally be found in the lodge up to his elbows in paperwork. He is an English parapsychologist that was inadvertently drawn into the cult during one of his investigations into the paranormal. An able administrator, he keeps supplies flowing and avoids interfering in the assembling of the

The Kuriles Cult Base

The cult's land is sparsely wooded with a variety of scraggly evergreens and is dominated by several large, modern structures. The entire perimeter is surrounded by a pair of ten-foot-high barbed wire fences set ten feet apart. The space between is roamed by several vicious guard dogs during mild weather. These are trained to attack anyone but their handlers which includes the cultists. There is only one gate through the fence and it is guarded by six heavily-armed cultists. A telephone connects the gate with the main compound which is almost a half-mile away. The open area between the perimeter fence and the main compound is dotted by the aforementioned trees and is irregularly patrolled by pairs of armed guards on foot. Occasionally such patrols are carried out on horseback (15% chance). Only at night do intruders have a reasonable chance of avoiding a patrol. During the daylight hours, other than a few depressions and some sparse vegetation, there is little cover.

The main compound covers about twelve acres and is surrounded by a double row of fences identical to those on the perimeter. This fence is pierced by a single gate consisting of a small guard building reinforced with sandbags. The gate is guarded by four heavily armed men, two of which man a light machine gun in the guard shack. Four wooden watchtowers are fairly evenly spaced around the compound's fence and each is constantly occupied by a vigilant sharpshooter armed with a high power bolt-action rifle with a telescopic sight. From these vantage points, the cult dominates most of the area within the perimeter fence. Below are the descriptions of the primary structures in the compound.

Airstrip: A normal grass airstrip, it is 2,100 feet long and is bordered by two dozen smoke pots. Near one end is the burned out wreck of a Fokker F.VII/3m trimotor transport aircraft which crashed in June, 1929. All that remains are three engines, the bulk of the tail section, and a charred and broken airframe. A wind sock is located near the airstrip.

Aircraft Hanger: This structure of corrugated steel and heavy timbers has room within for up to four small to medium-size aircraft. It currently contains two World War I surplus Sopwith *Snipe* fighters each armed with a pair of forward fixed, German made MG08/15 7.92mm heavy machine guns and one unarmed Ford 4-AT Trimotor transport aircraft. The latter is a three-engine passenger and cargo monoplane capable of transporting fourteen passengers in addition to a crew of two. The *Snipes* are single seat biplanes each capable of a maximum speed of 121 mph. Each has a range of 300 miles. The Ford Trimotor has a maximum speed of 130 mph and a range of 1,140 miles. All aircraft are maintained well, but only the transport sees a lot of service, making flights to Hokkaido each month. The hanger also contains a gasoline-powered fuel pump, twelve 55-gallon steel drums of gasoline, sixteen crates of aircraft engine parts and miscellaneous tools, and two 55-gallon steel drums of water. Running along one wall are a dozen small, ceilingless offices and storerooms separated from the rest of the hanger by thin, plywood partitions. The doors to these offices are flimsy and have 3' by 3' glass windows. Nothing of use to intruders can be found in any office. If one or both of the fighters are present, they will be fully armed and fueled, but extra ammunition is not kept in this building. When not occupied by pilots or maintenance crews, one or possibly two armed guards can be found in here. Also, some pencil pusher can usually be found working long hours in one of the offices and such an individual may escape the immediate notice of snooping investigators. If there is snow on the ground, all aircraft are equipped with skis.

Dispersal Area: The open area near the aircraft hanger is a dispersal area where eight aircraft are parked. Five are Fokker F.VII/3m transports, two are Ford 4-AT transports, and one is a Curtiss JN-4 trainer. All are in serviceable condition and are chained to the ground. They are covered with waterproof tarpaulins and camouflage netting making them difficult to spot from the air. Since the plans for building an airship fell through, the cult is assembling a fleet of long range aircraft as a substitute. The transports are being modified for polar service and although none but the Curtiss trainer and two Fokkers are ready to fly immediately, a skilled mechanic can ready one within a couple of hours. More on these is given later. In the event the plan is to steal one of the operational aircraft, loosing the chains only takes a couple minutes and preparing the aircraft a few minutes beyond that.

Airship Hanger: While it is the largest building on the island, this unfinished hanger is roofless. Since the cult plans for building an airship called the *Wendigo* fell through, this structure was not completed. It now serves as a storage area with all items within being crated and/or covered with tarpaulins. Some of the materials and parts for the airship were assembled and can now be found here. Typical items include six 560 horsepower Maybach airship engines, much of the steel framework for the craft, crates of heavy airship canvas, and hydrogen cylinders. Outside of the structure, against the eastern wall are forty drums of gasoline covered with several heavy duty tarpaulins. This building is now largely ignored since most of the items within are now useless to the cult. However, should they decide to resurrect the *Wendigo* project, this equipment would be a great boost to their plan. Though it is ignored, a guard does inspect it every so often.

Airship Mooring Tower: This iron and steel structure is where the airship would have moored prior to its final departure. If security is increased, a sharpshooter may be placed in the upper reaches of this tower except during inclement weather.

Hunting Lodge: (map on p. 93) This rustic wooden structure looks as if should belong in Wyoming rather than the harsh Kuriles. It was the first building to be erected on Nakamura's land and is where high ranking cultists reside. Reasonably complete cult plans can be found in a wall safe concealed behind a portrait of Nakamura in the library. The plans show how due to technical reasons, logistical problems, and security concerns, the construction of the *Wendigo* was postponed indefinitely. Now, the cult is assembling a fleet of aircraft to fly in place of the airship. It is expected that they will fly one way to the North Pole where most will be abandoned. The crew members would then embark on the airships after the completion of their mission. If necessary, they would remain behind, but this is not expected unless the airships fail to reach the pole. So far, several Fokker and Ford trimotor aircraft have been acquired, but more are wanted since some may not make it all the way. Each is modified with skis and extra fuel tanks in order to facilitate their trip. The safe's combination is known only to a few and is not available to the investigators. However, it could be blasted open by someone with suitable expertise and explosives. On a long term level, the safe could be removed and later opened with sledge hammers or blow torches. Someone with Locksmith skill exceeding 40% may be able to open it, but only at half the chance provided by the skill. The use of a stethoscope negates half of this penalty.

The lodge is lavishly furnished and contains over two dozen rare occult objects generally relating to wind deities from around the world. None of these are related to the Mythos except the tenuous links between Ithaqua and wind gods. Such objects are very valuable and would be much desired by museums and collectors worldwide. Many of them have been illegally obtained and thus there are rewards for their safe return. A gun cabinet in the den is packed with high-quality hunting rifles and shotguns. The description of the rest of the house is left up to the Keeper, but

nothing else unusual is present other than the cultists themselves.

Large Warehouse: This large steel and wood structure is packed with construction materials and equipment as well as miscellaneous supplies. It is well-organized and an interior office contains files with detailed inventories and requisitions. All of the files are written in English, the informal common language of the cult.

Small Storage Buildings: These wood and corrugated steel structures are packed with supplies including tools, clothing, food, lanterns, etc. The office in the large warehouse contains the records documenting the contents of the four storage buildings.

Four Barracks Buildings: These four single story structures are larger versions of the abovementioned storage structures and each contains dormitory-style living quarters for thirty people. In addition to the living quarters, each has a separate room with a coal-fired furnace and water heater.

Radio Shack: This sandbag reinforced, single room, wooden structure contains a powerful transceiver which can contact radios as far away as the island of Honshu. A tall radio mast is connected to and adjacent to this shack. The cult plans to install a superior transceiver prior to the final mission in order to permit communication with aircraft flying to the North Pole. It is always occupied by a radio operator or guard.

Water Tower: Atop this steel tower is a thirty thousand gallon water tank which is connected by pipes to the lodge, barracks, mess hall, hangers, and generator building. Due to past weather conditions, the pipes are no longer operational though an outlet is still operational at the bottom of the tower. Also, a water pump is in a wooden shack at the bottom and this is also still operational. In times of high security, one or two sharpshooters will be placed on top of this structure which affords them excellent visibility.

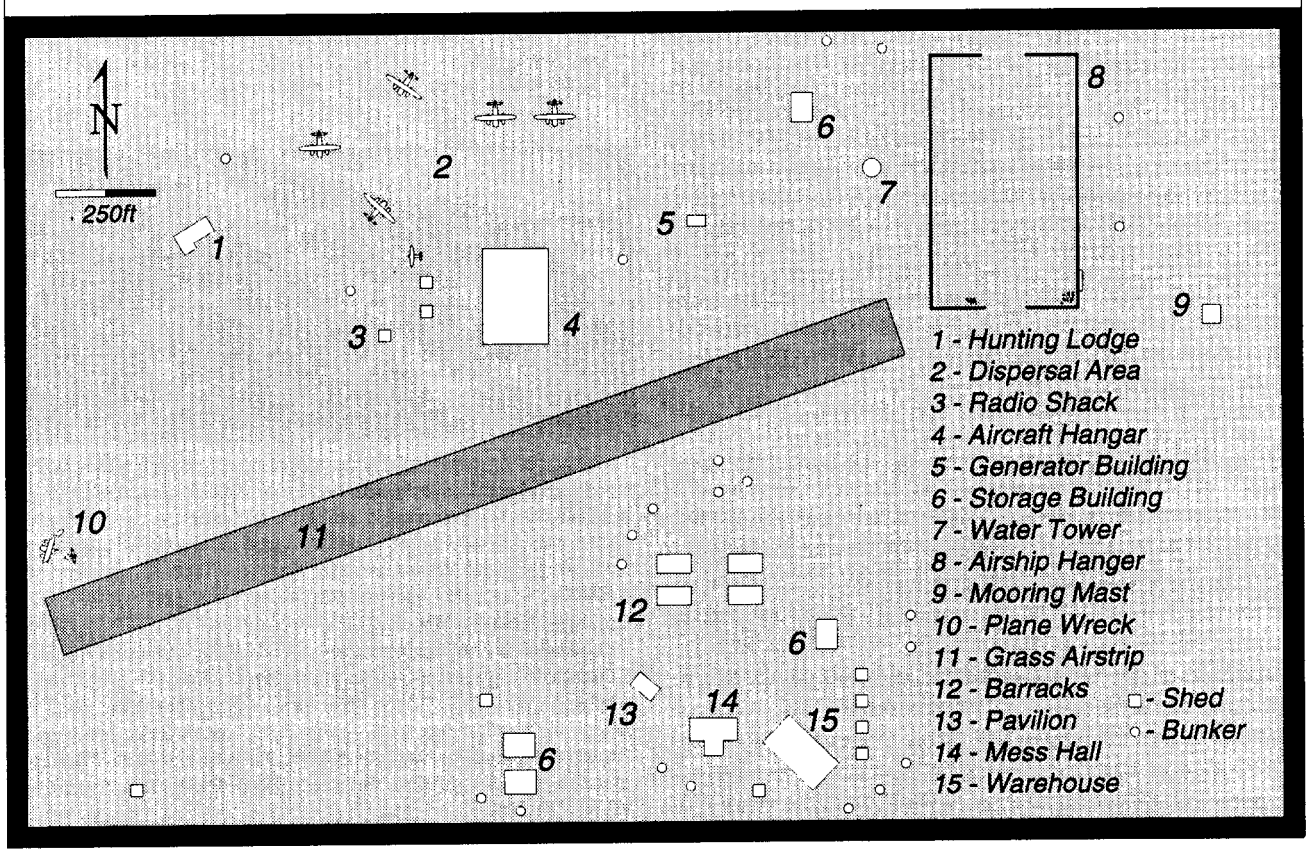
Storage Sheds: These prefabricated steel sheds contain many of the consumables that are commonly used at the base. Examples include paper products, office supplies, common construction supplies such as nails and screws, and certain canned food products.

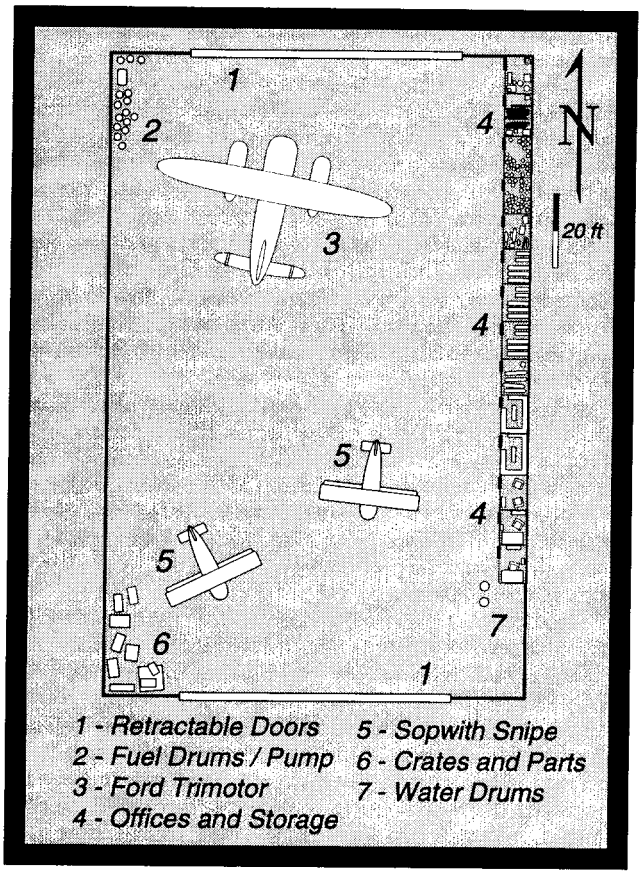
Generator Building: This sandbag reinforced, wooden building contains a large, gasoline powered generator which provides power to most structures in the compound and even to the lights at the main perimeter gate. The building has three rooms. The main room contains the generator while the other two rooms contain spare parts and six drums of gasoline. If the generator is knocked out or shut down, all power is lost to the base until the auxiliary generator is started. Not only are lights and appliances affected by this, but the telephones are also shut off. The auxiliary generator will not start automatically; it must be manually started. This process can take several minutes, especially if the cultists are busy defending the base.

Bunkers: Each of these bunkers contains room for up to six people (comfortably) and is heavily reinforced with timbers and sandbags. Ammunition crates and miscellaneous supplies can be found in these bunkers. A pair of guards patrols the area occupied by the bunkers, but the bunkers themselves are generally not occupied unless the base is on a high state of alert. Privately, Nakamura fears that the government will learn of the plot and send troops to storm the island.

Pavilion: This is a small, wooden open air pavilion which is sometimes used for meetings or to shelter excess supplies.

Mess Hall: This large, wood structure contains a dining hall (which also serves as a meeting hall), kitchen, and two storerooms. It is fairly mundane and is occupied at most times by at least a few people. Once or twice per week, a screen is set up in the dining hall and motion pictures are played before a cheering crowd of workers. Currently showing is *The Phantom of the Opera* starring Lon Chaney and Mary Philbin (1925, black and white, silent, 79 minutes) and investigators may use movie night as an opportunity to slip into the base.





Kuriles Cult Hangar — see p. 94

aircraft and the completion of their modifications. A quiet, but articulate gentleman, Enright's main problem has been his association with Hiro Nakamura, the owner of the land on which the base is constructed and a powerful Japanese industrialist. Due to personality conflicts and language and cultural barriers, the two have butted heads on numerous occasions and Enright is eager to just complete the project and leave the country. He is supposed to go on the flight to the North Pole, but may bow out at the last minute to allow a more capable person to take his place. More on this cult leader can be found in the NPC list. If the investigators find out enough about him, they may end up investigating his family in London in Chapter 7.

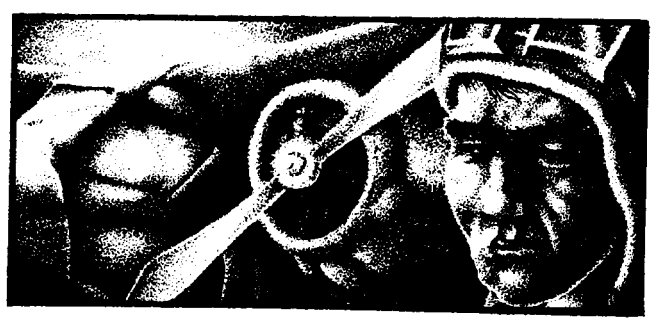
Hiro Nakamura

The other main mover and shaker within the cult in the Kuriles, Hiro is a powerful and influential industrialist with many ties in the government and military. Although it is technically Enright's duty, Hiro has through his influence ensured the secrecy of the base. He was originally supposed to lead the cult's operations, but it was decided by a gathering of cult leaders that he should not. The reasons given were that (1) he was too public a figure to be sitting at the base for extended periods, (2) his businesses needed his personal attention and he could ill afford to be away, (3) his family that is not affiliated with the cult might get suspicious, and (4) he could not go on the actual flight to the Temple. Despite this decision which he agreed to at the time, he is jealous of Enright and believes he is ill equipped to run the base. Since Enright lacks a forceful personality, Nakamura believes he is weak and should step down. His bigotry and ego have concealed the fact that Enright is doing a quality job and were Nakamura in charge, he would tend to micromanage and get involved in every minor detail. The relationship between these two cult leaders may be exploited by shrewd investigators and could serve to disrupt the cult for a time. More on Hiro Nakamura is available in the NPC list.

The Escape

Competent investigators will have a plan for leaving the island after they have finished playing tag with the cultists. Assuming they are not trapped on the island, departing Japan is easy unless law enforcement authorities or cultists are on their trail. If a liner to the United States is not available, a ship (liner or freighter) can probably be found in any major port going to Shanghai, Hong Kong, Manila, the Dutch East Indies, Singapore, or Australia. The only other option is to steal a cult aircraft and try to fly out of the country, but the only destinations in range are China, Korea, and the Soviet Union. Again, the specifics are left up to the Keeper since each situation can be radically different.

Stats



Kenji Takahashi, hired pilot
Nationality: Japanese

STR	14	DEX	16	INT	13	CON	12
APP	12	POW	12	SIZ	11	EDU	13
SAN	62	Luck	60	HP	12	Age	30

Damage Bonus: +1D4
First Appears: Hokkaido, Japan
Education: high school, military training
Skills: Bargain 25%, Dodge 45%, Drive Automobile 35%, Electrical Repair 41%, First Aid 44%, Jump 69%, Listen 35%, Mechanical Repair 61%, Sea/Air Navigation 67%, Parachuting 32%, Photography 23%, Pilot Aircraft 65%, Ride 29%, Spot Hidden 68%, Swim 50%, Woodcraft 39%

Languages: English 47% (spoken only), Japanese 78%
Attacks:
Handgun Attack 50%, 1D10 damage (Type 26 9mm revolver)
Aerial Gunnery (Fixed Weapons) 38%, damage varies according to available weapons
Fist/Punch Attack 61%, 1D3+db damage
Notes: Kenji was one of the earliest pilots of the Imperial Japanese Navy and was assigned to the first squadron stationed on the *Hosho*, Japan's first aircraft carrier. For over a year now, he has made his living in civilian life as a courier and flying instructor. He is proud of his aircraft and is unlikely to do anything that would jeopardize them. If he ends up becoming engaged in combat over Shimushu Island, he will do his best to escape and report the incident to authorities. A likable and charismatic individual, Kenji can become a major thorn to the investigators if he or his aircraft are attacked by anyone. Not only would the cultists be implicated, but the investigators would also have serious legal problems. In answer to the inevitable question, no...Kenji's aircraft have no weapons or weapons mounts and he will not knowingly permit such items on board his aircraft. More importantly, if he becomes aware that the investigators possess any unauthorized or illegal weapons, he will immediately report them to local authorities. Under no circumstances will he join the investigators unless he feels directly threatened in the long term by the cult.

Hiro Nakamura, industrialist and high ranking cultist
Nationality: Japanese

STR	13	DEX	13	INT	16	CON	12
APP	13	POW	14	SIZ	12	EDU	16
SAN	11	Luck	70	HP	12	Age	51

Damage Bonus: +1D4
First Appears: Japan
Education: B.A. in History from the University of Tokyo
Skills: Accounting 39%, Bargain 37%, Coverup Corruption 95%, Cthulhu Mythos 14%, Debate 40%, History 48%, Influence Peddling 75%, Law 40%, Library Use 40%, Listen 40%, Occult 21%, Persuade 63%, Political Intimidation 80%, Spot Hidden 40%, Swim 52%
Languages: English 47%, French 45%, Japanese 91%
Attacks: none above base skill
Spells: Dominate, Implant Fear, Mindblast, Ritual of Devotion
Notes: Hiro is a successful industrialist who has chosen to back the cult financially with as much of his amassed wealth as is possible. The result is his valuable contribution to the construction of the airship in the northern Kuriles and later the purchasing of aircraft. Not surprisingly, Hiro wields much political influence and can be a dangerous opponent if provoked. His main drawback has been his personality conflict with Douglas Enright, the leader of the cult base on Shimushu Island. This may serve to promote the downfall of the cult operations here since Nakamura's ego is quite inflated and he wishes to lead the cult.

Douglas Enright, parapsychologist and head cultist in the Kuriles
Nationality: English

STR	10	DEX	12	INT	15	CON	14
APP	14	POW	17	SIZ	14	EDU	18
SAN	0	Luck	85	HP	14	Age	46

Damage Bonus: +0
First Appears: Shimushu Island (Kuriles)
Education: M.A. in Psychology from Cambridge University, M.A. in History from Miskatonic University, and M.A. in Anthropology from the University of Chicago
Skills: Anthropology 33%, Archaeology 29%, Astronomy 23%, Biology 8%, Conceal 35%, Cthulhu Mythos 36%, Drive Automobile 25%, Electrical Repair 20%, Fast Talk 30%, History 45%, Library Use 57%, Listen 48%, Mechanical Repair 30%, Navigate 31%, Occult 68%, Persuade 50%, Photography 51%, Psychology 65%, Ride 25%, Spot Hidden 56%, Swim 29%
Languages: English 93%, French 52%, Greek 38%, Japanese 10% (spoken only), Latin 49%, Old English 59%
Attacks: none above base skill
Spells: Call/Dismiss Ithaqua, Chill of the Wendigo, Contact Gnoph-Keh, Shrivelling, Voorish Sign, plus all of the rituals in the Resources section.
Notes: Enright is a graduate of Cambridge University and also received formal education at Miskatonic University and the University of Chicago. Early on, the paranormal was his passion and eventually, parapsychology became his profession. Unfortunately, his studies merely served to draw him into the arms of Ithaqua and he now leads the cult group on Shimushu Island. An able organizer and administrator, he knows his limitations and has not interfered with engineers and workers constructing the airship. The cancelling of the airship's construction placed a lot of pressure on him and the new plan concerning aircraft is his idea. His main duty in his view is to keep the flow of supplies going and to keep the base secret with the help of Nakamura and others. Unfortunately, due to language and personality differences between Enright and Nakamura, there has been some friction. At this point, Enright just wants to complete the mission and leave Japan before the situation degrades further and the powerful Nakamura takes some sort of punitive action. This articulate, well-educated gentleman appears to all to be a fine member of the English upper crust. Aside from occasional wine and a pipe, he has no known vices and has a wife, Diana, and young son, Michael, back home in London. The latter two are not cultists and the marriage is strained by Douglas' long absences. If the investigators learn the particulars about Enright, they may decide to visit his family during the London section of the campaign. Evidence that he has a family in London can be found in his quarters and office at the base as well as on his person (letters, photographs, etc.).

RED HERRING

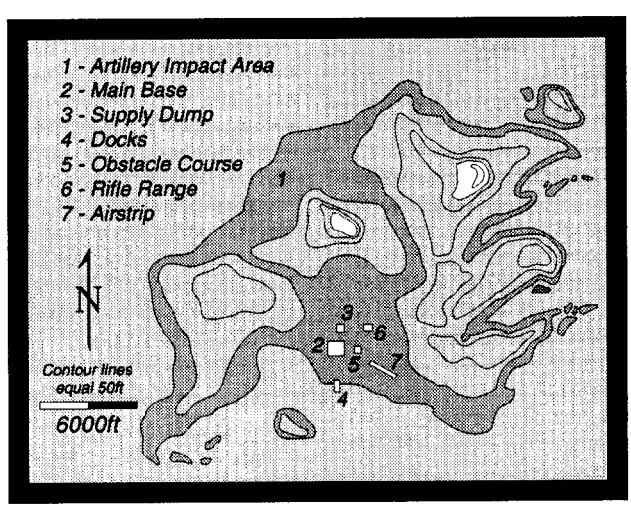
Chirihoi

This section is designed to be a red herring which the Keeper may choose to ignore. Investigators will likely bypass it or dismiss it as irrelevant once cursory checks have been made, but those eager to jump on anything even remotely suspicious may be drawn in. The Keeper should feel free to eliminate this from the main events if the investigators are already having a difficult time or if it is believed this will only serve to interrupt the flow of the campaign.

The Mystery

The true source of the strange events on the island of Chirihoi is the Imperial Japanese Navy. The island has a small training base which is used by special Marine units. Mock landings are conducted monthly in all types of weather and all sorts of training is carried out all over the island. In addition to more routine facilities such as obstacle courses, gunnery ranges, and barracks, there is a small airstrip and a small dock and seaplane ramp. A pair of armed patrol boats and two or three motor launches are usually at the dock, but aircraft are not posted permanently on the island. Most importantly, a large supply dump is present and one of the duties of the Marines is to guard it.

The island has less than three hundred military personnel and no civilian population. Most are Marines though around 25% are sailors and other Navy personnel. Except for guards, few walk around armed all the time. Officers always carry loaded handguns and enlisted men can obtain weapons from the armory in just a few short minutes. Also, rifles and bayonets are kept in the wall lockers in the barracks though no ammunition is allowed. Despite this order, a few soldiers have managed to squirrel away a few cartridges or even a full clip or two, so seizing the armory does not guarantee victory over the Marines. Worse, bayonet charges are still considered a viable tactic and investigators are likely to be overwhelmed in a *Zulu Dawn*-style assault. A sample group of Marines is given on the next page.



Courses of Action

If they have done their homework, the investigators may already suspect Chirihoi is a military base or at the very least will follow up on the better leads pointing to Shimushu. However, the only way to confirm their suspicions is to visit the island.

Approaching to observe is no problem, but anyone coming within a mile or lurking nearby for an unusually long period of time will attract the attention of the Marines. The result is an interception attempt by patrol boats which can outrun any fishing vessel the investigators can hire or buy. Little can be seen from such a distance anyway other than the dock and a few nearby nondescript buildings. If they are intercepted at sea, they will be simply ordered away after their vessel has been searched. Unless the search turns up something suspicious, the investigators will be cut loose. On the other hand, in certain circumstances, such as if there is resistance or contraband (such as firearms) is found on board, the crew could be arrested and interrogated. This is where an investigator with a high Conceal skill can earn his or her pay.

The investigators may go on to attempt a landing on a remote beach. If somewhere along the way they are detected, a forty man reinforced Marine infantry platoon will be sent to capture them. These troops are elite and are armed with 6.5mm Arisaka bolt-action rifles, bayonets, and hand grenades. The lieutenant in charge also carries a Type 14 8mm pistol and a katana. If the intruders hesitate at all when ordered to surrender or resist in any way, the reaction of the soldiers is swift and violent. Prisoners will be taken, but only if they can avoid the fusillade of gunfire and following bayonet charge.

If contact with the Japanese can be avoided, the

Keeper should feel free to describe the island as much as is deemed appropriate. The facilities are obviously military, but the Keeper may choose to imply mysterious activities in order to provoke rash decisions from paranoid investigators. Information gained will be of interest to foreign governments (particularly the Soviet Union), but has no relevance to the Cult of Ithaqua.

Consequences

If the investigators choose to tangle with the Marines and sailors on Chirihoi island and are subsequently captured, they are in for several long, grueling weeks of interrogation. The same occurs if they are taken into custody on the high seas. Food is poor and available in small quantities only. Each prisoner is kept alone in a small cell furnished only with a wooden bucket which serves as a toilet. Uncooperative investigators are subject to beatings, cuts in rations, and other torment. Prisoners must succeed in a Luck or CONx5 roll to avoid getting some sort of disease (Keeper's choice, but it can range from parasites such as body lice and tape worms to lethal illnesses such as pneumonia and influenza). Medical treatment is not provided for the first several weeks and is never provided to those who resist. Since the Japanese authorities are concerned about spies, all those captured will be treated as such until proven otherwise. Eventually, the investigators *may* be released into the custody of their respective consuls as long as they cooperate. Any future operations in Japan are virtually impossible though they could continue on in other sections of the campaign. In extreme cases, the investigators may be tried and executed for espionage. Any such trial would be held in secret on the island of Hokkaido though council is provided to the accused. The investigators are hampered by the language barrier and the fact that they are guilty until proven innocent.

Finally, somewhere along the way, the investigators may attempt to solicit the assistance of the Japanese to take on the cultists on Shimushu Island. This will meet with failure since they will check out any story the investigators peddle. When Hiro Nakamura's name comes up, the investigators will quickly be discredited. He is too powerful and influential and the investigators are already suspect since they are foreigners (not to mention they have been caught on an island which is restricted to military personnel only).

The Patrol Boats

The Japanese have available to them, in addition to motor

The Japanese Troops

This is a collection of soldiers that the Keeper may use and reuse if Chirihoi Island is infiltrated.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
STR	13	12	15	13	11	12	14	10	12	12	16	13
DEX	10	12	15	12	13	11	14	13	17	13	14	8
INT	14	15	12	9	13	14	14	12	12	16	10	12
CON	12	13	16	13	14	12	12	13	11	16	14	13
APP	12	15	11	13	13	12	10	11	14	14	12	7
POW	12	13	17	11	13	12	9	15	10	11	13	13
SIZ	10	9	12	13	10	12	15	11	11	12	10	10
EDU	10	12	11	12	8	8	12	10	13	11	9	9
SAN	55	61	84	49	64	61	44	72	47	53	65	62
Luck	60	65	85	55	65	60	45	75	50	55	65	65
HP	11	11	14	13	12	12	14	12	11	14	12	12
DB	+0	+0	+1D4	+1D4	+0	+0	+1D4	+0	+0	+0	+1D4	+0
Age	19	20	18	18	21	23	24	19	20	18	18	22

Education: varies, but little or no higher education

Skills Common To All: Bargain 15%, Climb 55%, Conceal 45%, Dodge (DEXx2)+15%, Drive Automobile 25%, Electrical Repair 15%, First Aid 35%, Hide 60%, History 25%, Jump 40%, Listen 50%, Mechanical Repair 30%, Navigate 35%, Ride 30%, Sneak 65%, Spot Hidden 60%, Swim 40%, Throw 45%

Languages: Japanese (EDUx5)%

Attacks:

Rifle Attack 50%, 2D6+3 damage (6.5mm Arisaka bolt-action rifle)
Bayonet Attack 50%, 1D6+2+db damage (bayonet attached to rifle)
Large Club Attack 50%, 1D8+db damage (rifle)
Large Club Parry 50%
Fighting Knife Attack 50%, 1D4+2+db damage (hand held bayonet)
Martial Arts 40%
Fist/Punch Attack 70%, 1D3+db damage
Fist/Punch Parry 35%
Kick Attack 40%, 1D6+db damage

Notes: Sergeants each have an additional 10% to the above skills plus have Persuade 35% and Psychology 20%.

The Marine Base

What follows is a short listing/description of facilities on the island in order to guide the Keeper in moderating an infiltration.

Dock: The dock consists of a concrete pier and seaplane ramp. Nearby is a small steel and wood pavilion and two small storage sheds. Up to four motor launches and perhaps a small armed trawler and a patrol craft may be seen tied up here. A few sailors and armed guards are always in the area.

Main Base: This is a cluster of buildings surrounding a dirt compound in the middle of which is a flagpole flying the Japanese flag.

Barracks: A total of four of these buildings are present each containing living quarters for eighty people. Three are occupied by Marines and one is occupied by sailors.

Officers' Quarters: This contains living quarters for all officers on the island.

Mess Hall: This large building contains a kitchen, large dining room/assembly hall, recreation room, and several storerooms and pantries.

Armory: This is the only locked building. It is reinforced with sandbags, well lit, and always under guard. It contains several hundred Arisaka rifles plus ammunition, handguns, grenades, explosives, Very pistols with flares, and support weapons.

Warehouse: There are three of these large buildings containing supplies and equipment of all types. Notable items include an emergency generator, two powerful transceivers, four prototype versions of the Type 94 75mm mountain field gun with crated ammunition, and two small tractors. The latter are the only motor vehicles on the island and are used to haul heavy items such as ammunition pallets. The mountain guns are designed to be swiftly broken down into large bundles to be carried by mules.

Generator Shed: A large gasoline powered generator is in here which provides power to the base and dock.

Radio Shack: Within can be found a powerful transceiver. A tall, sturdy radio mast is built into one side of the shack.

Stable: This contains facilities for the care and housing of the island's thirty mules and horses.

Shed: There are three of these small wooden sheds at the base. Each contains tools and other common supplies and materials.

Note that lighting at the main base is sparse at best. While all buildings have electric lights (powered by the generator), exterior lighting consists only of a single light above each outside building entrance. No lights are strung up anywhere and there are no light poles. Outside the main base, there is no lighting or electricity.

Rifle Range: This is a remote range flanked by high, man made embankments. Up to thirty people may use this range at one time. A nearby shed contains targets, sandbags, tools, and several kerosene lanterns.

Obstacle Course: Located fairly near the main base, this is a typical military style obstacle course.

Artillery Impact Area: Marked with red signs (in Japanese), this cratered area is in a very remote part of the island and is avoided by troops due to the danger of encountering dud rounds. Intruders detected in this area will be observed and intercepted once they leave it. Anyone wandering into this area who fumbles a Luck roll will step on and set off a dud 75mm artillery round if a second Luck roll is failed. Damage caused by the round is 10D6 to those within two yards of the blast. Damage decreases by 1D6 every yard beyond this. The person who set the shell off takes double damage and loses the leg unless First Aid and Medicine rolls are both successful at 20% the normal chance. Further maiming is very possible, but can be reduced by successful First Aid, Medicine, and Luck rolls. Of course, surviving the blast is impossible without the benefit of magical protection (Flesh Ward or the like) or the intervention of an exceptionally kind Keeper.

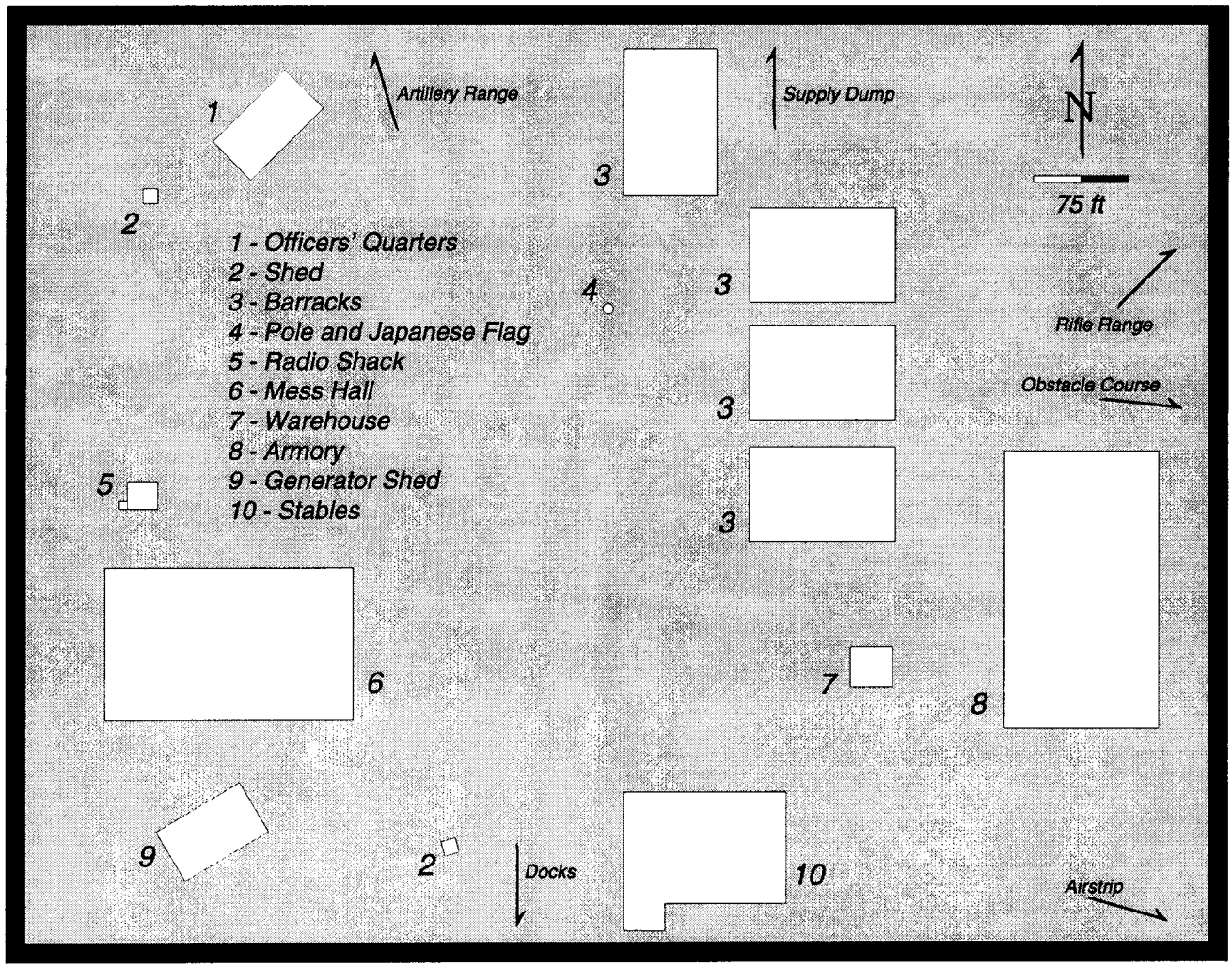
Airstrip: This is a small, dirt airstrip suitable for handling only small aircraft. Except for a wind sock and a storage shed containing a fuel pump and drums of fuel, it has absolutely no facilities. Unless aircraft are present, this area is unguarded.

Supply Dump: This consists of hundreds of crates and drums of supplies of various types, all securely tied down under tarpaulins and surrounded by a low sandbag wall. The whole mess is covered with camouflage netting making it appear to the casual observer to be a large lump on the landscape. Several pairs of guards patrol the area.

launches, two Coastal Motor Boats (C.M.B.s). These craft are modified versions of the C.M.B.s based in Hokkaido. Each has been converted to a patrol craft by having their torpedo tubes and depth charges removed. The only addition is a third Lewis machine gun. The performance is otherwise the same. The standard crew is five and little in the way of passenger accommodations exists. Should it become necessary to land a boarding party, these craft can radio the base which will load a launch or the trawler with Marines and send it to the interception area. Each crew member is armed with an Arisaka rifle and the commander possesses a Type 14 8mm pistol.

The Trawler

This is a converted civilian fishing trawler now used to transport cargo between the base and Hokkaido. It has a crew of eight and can hold up to twenty passengers in cramped conditions. Armament consists of two Type 3 6.5mm machine guns and two Lewis .303 machine guns. The Lewis guns are usually stowed away while the Type 3s are mounted, but covered with tarpaulins. The trawler has a maximum speed of 14 knots and a much greater range than the C.M.B.s.



Stats

Chuichi Tanaka, Marine lieutenant
Nationality: Japanese

STR	13	DEX	16	INT	16	CON	14
APP	13	POW	13	SIZ	12	EDU	14
SAN	64	Luck	65	HP	13	Age	24

Damage Bonus: +1D4

First Appears: Chirihoi Island (Kuriles)
Education: high school, military training
Skills: Climb 51%, Conceal 47%, Credit Rating 24%, Dodge 57%, Drive Automobile 26%, Fast Talk 38%, First Aid 39%, Hide 59%, History 31%, Jump 50%, Law 11%, Listen 49%, Persuade 56%, Psychology 40%, Ride 44%, Sneak 79%, Spot Hidden 75%, Swim 44%, Throw 50%
Languages: English 40%, Japanese 89%
Attacks:
Rifle Attack 40%, 2D6+3 damage (6.5mm Arisaka bolt-action rifle)
Handgun Attack 60%, 1D10 damage (Type 14 8mm pistol)
Sword Attack 60%, 1D8+2+db damage (katana)
Sword Parry 50%
Martial Arts 55%
Fist/Punch Attack 80%, 1D3+db damage
Fist/Punch Parry 50%
Kick Attack 45%, 1D6+db damage
Notes: Tanaka is a thorough professional who will bravely lead his men against any perceived foe.

CHAPTER FOUR

The Camden Project

Travel to New Jersey from Alaska can be by ship (via the Panama Canal) or by train (picked up in any major west coast city). A liner from San Francisco to New York City takes seven-and-a-half to eight days and costs $345.00 per passenger (triple cost for first class accommodations). Travelling by train from San Francisco to New York can be swifter (four to six days depending on schedules), but is less comfortable and requires several transfers. The cost is $31.91 per passenger, but this does not include incidental costs such as meals on board and lodgings during layovers. Either way, the expedition members will have an uneventful trip unless the cultists are successfully trailing them.

Camden itself is a heavily industrialized area (population 118,700 in 1930) best known for its extensive shipyards. It is located directly across the Delaware River from Philadelphia, Pennsylvania and the investigators are likely to want to visit that city in order to use its libraries and other facilities. The Delaware River Bridge (completed in 1926 and now called the Benjamin Franklin Bridge) links the two cities allowing the investigators easy access (or escape) to Philadelphia. This city is also heavily industrialized and is much larger than Camden, having a population of 1,950,961.

Courses of Action

Once in New York City, the group may drive or take a train to Camden, New Jersey where the well-publicized airship is being built. Once settled into lodgings in Camden, the investigators must decide what they will do. Below is a list of possible early courses of action.

- Sign up for and take the public tour of the facilities.
- Sift through the local newspapers for relevant articles.
- Interview sponsors of the expedition.
- Conduct a passive surveillance of the facilities.
- Actively infiltrate the facilities.
- Follow or confront suspected cultists and/or burglarize their residences.

Researching the airship

A fair amount of information on the airship in Camden can be quickly obtained from public sources such as newspapers and the expedition spokesman. What is soon obvious is that the airship, which will be christened *Camden*, is being constructed in a part of the city's shipyards that have been converted for the purpose. The project is being funded by both public and private sources and has been in the works for over two years now. The airship is a rigid design based on the U.S.S. *Los Angeles* and will have a crew of approximately thirty. The mission is for the craft to fly in stages to Spitsbergen and from there, fly to the North Pole. Weather permitting, the ship will land at the pole where experiments will be carried out. The plan is for it to arrive on or just prior to the winter solstice of 1930, a time of total darkness at the North Pole when some scientists believe there may be unusual conditions or phenomena to observe. Such beliefs are based on theories which many believe have absolutely no validity. Perhaps the greatest incentive for the flight is to be the first people to fly over and hopefully walk on the North Pole on the winter solstice.

Origins of the Project

An early question that will be asked initially concerns who originally came up with the idea to build an airship to fly to the North Pole. The information is not easy to come by, but early newspaper articles indicate it was something that was being kicked around by high ranking Navy officers, members of the academic elite at several east coast universities, and some wealthy entrepreneurs. The roots of the project appear legitimate and attempting to check out the folks originally responsible is a daunting task at the very least. The investigators would be better served to not worry about these people, especially since they are, in truth, not affiliated in any way with the cult.

Local Newspapers

Checking into back issues of the Camden *Star-Courier* and/or the Camden *Gazette* is a logical investigator tactic. Both papers as well as numerous others in the region document the progress of the assembly of the polar expedition from its initial stages in 1927 to its current status. Articles give the names of many of the sponsors, one of which is Howard Hughes, but not all since some are anonymous. They also accurately portray the goals and objectives of the expedition. Simply stated, the expedition is to fly in the airship to the North Pole and will be the first in history to arrive there on a winter solstice. Weather permitting, they are to land and conduct a number of minor scientific experiments. On

the return trip, they are to land on Elsemere Island and conduct a survey of animal life there as well as a survey of sea life under the nearby pack ice. A recent article tells of a world renowned oceanographer, Dr. Reginald Peterson, being recruited by the expedition. In addition, the *Star-Courier* has made a big show of the fact that one of their reporters, Paul Garvin, will take part in the mission. Nothing unusual can be found concerning the airship, its personnel, or its mission. The only controversy concerns the mission itself. Critics insist is a horrible waste of funds that will result in no real scientific advances. They view it as a wasteful stunt that diverts government money from programs that greatly need it.

More can be found in the *Star-Courier* that may attract the attention of the investigators. If they are just looking for anything that is unusual, they may discover Player Aids #7, 8 & 9 (summarized below). Following up on this may draw the group into investigating a supposedly "haunted house" in a deteriorating Camden neighborhood. More on this is given in the next chapter, "The Osbrook House."

Joining the Expedition

Though they are not advertising, the organizers and planners are still sporadically recruiting members to fill two available positions. Investigators may wish to get involved as a way of learning more about the project and to keep an eye out for cult members. Those wishing to join must make an appointment with Delbert Compton, the Personnel Director. If they express their interest to join when the appointment is made, they will be asked to bring a resume, letters of reference, and any other relevant credentials. Each interview is conducted on an individual basis and during it, the applicant must fulfill the qualifications for a vital position. Examples of positions include zoologist, navigator, airship pilot, and mechanical engineer. Although only two positions are currently open, others may open up if a group Luck roll is successful, indicating someone is forced to leave due to illness, family emergency, etc.

To be hired, the applicant must be qualified (Keeper's discretion) and make successful Persuade and Luck rolls. The Persuade roll must be made at half its normal chance unless the applicant has extraordinary qualifications (again, Keeper's discretion). The decision of whether or not one is hired will take a few days to be made whereupon the applicant will receive either a letter of acceptance or rejection in the mail. Those accepted will be promised $1,000.00 one month prior to the expedition's departure and $1,000.00 more upon their return. While this is an excellent way to infiltrate the expedition, it is difficult and the investigators would be extremely fortunate to have even one of their members hired.

Shrewd investigators may also try to get hired by the Sharp Detective Agency to work security at the site. This is a good idea, but those hired will be forced to first work as nightwatchmen in a New York City warehouse for six months or more before even having a remote chance of earning a position in the construction site. Others may try to join the work crews building the airship and maintaining the site. Another good idea, but it has one huge drawback. All workers are in various unions and unless applicants belong to the appropriate union(s) and are very lucky (jobs here are highly sought due to the excellent pay and the high unemployment rate of the Depression era), they will certainly be rejected.

A Synopsis Of Player Aids #7, 8 & 9

HAUNTED HOUSE FRIGHTENS CAMDEN CHILDREN

This article, dated 4/11/28, is a somewhat humorous look at a house on Franklin Avenue that local children claim is haunted. They describe strange lights and sounds within the house, but such stories are not substantiated. The article describes the history of the house, beginning with the last owners (Everett & Amelia Osbrook) who were found murdered in 1911. The crime was never solved.

MAN FOUND DEAD IN ABANDONED HOUSE

This article, dated 4/3/29, describes the finding of a transient's body in the Osbrook House. Police believe he broke into the house seeking relief from a thunderstorm and subsequently died of a heart attack. The tales of the house being haunted are again cited, but given no credence.

COUPLE MURDERED ON FRANKLIN AVENUE

This article, dated 5/10/19, describes the discovery of Everett & Amelia Osbrook's corpses in their home by a mail carrier. Cash, silver, and jewelry was stolen, along with a coin collection and a silver tea service. The couple was interred in Chesterton Cemetery.

The actual Player Aids appear on pp. 208-209

Interviewing Sponsors

There are six sponsors known to the public and two more that are anonymous. They are:
The United States Navy
Mr. Howard Hughes, industrialist
The Massachusetts Institute of Technology
The Camden *Star-Courier*
The Goodyear Tire & Rubber Company
Mr. Benjamin Carlson, industrialist
Dr. Paul Lansing, scientist (anonymous)
Mr. John Pierpont Morgan, Jr., philanthropist (anonymous)

These sponsors are detailed on pages 106-107.

Passive Surveillance

Surveillance of the facility where the *Camden* is being constructed is a logical option, but is difficult due to the number of entrances that exist. In addition to the main gate,

there are four other gates that allow supply trucks and workers to enter and exit. During the daylight hours, when most work occurs, there is constant traffic at each gate. Guards check the credentials of all who enter and randomly inspect the contents of around 20% of the vehicles. Searches are generally conducted in a slipshod manner by guards who are bored by their uneventful jobs. While the guards are generally bored and lack vigilance, once something suspicious comes to their attention, they react swiftly and decisively if for no other reason than for something to do. At night, traffic is minimal and only the main gate is open, but supply trucks do enter at the rate of one or two per hour. Guards on the night shift are much more vigilant and search all incoming and outgoing vehicles thoroughly. Surveillance at this point provides little information of direct importance to the investigation, but will give the observers an idea of what to expect from guards in the event a break-in is planned.

Active Infiltration

Free public tours of the well-publicized polar expedition occur on Mondays, Wednesdays, and Fridays. Anyone wishing to go on the one hour tour, led by a guide named Georgia Pettigrew, must show up at least thirty minutes in advance to sign up for it. There are two tours a day, one at 10:00 A.M. and one at 2:30 P.M. Guests are led through the construction facilities (which were converted from a local, privately owned shipyard that now has a small facility to construct dirigibles) and are shown the airship which is in the final stages of completion and destined to be christened *Camden*. Scaffolding covers much of the dirigible and workers can be seen tinkering with the engines, emplacing the last of the canvas covering, and working on the bridge. Those interested will be told by Miss Pettigrew that much work remains to be done including the completion of the crew quarters and the installation and fine tuning of controls and some control surfaces. Loading of fuel, water ballast, and supplies will occur in the days just prior to the maiden flight which is currently scheduled for May 17, 1930. Several flights including a long shakedown cruise to Ohio and back are planned prior to the final departure date of Tuesday, December 1, 1930. At the end of the tour, donations are not-so-subtly solicited and most people toss pocket change or a few greenbacks into the bucket.

For those who wish to try to slip away from the tour in order to get a closer look at the site, there are generally only a handful of guards in evidence. All authorized personnel wear brown work uniforms and identification tags so anyone entering an unauthorized area will quickly be spotted by a worker and brought to the attention of security. The security guards are armed with nightsticks and .38 revolvers and were hired from the Sharp Detective Agency of New York City. They are professionals who are unlikely to use lethal force unless intruders appear dangerous or run when ordered to halt. If a violent confrontation occurs, both police and extra guards armed with 12-gauge riot shotguns will quickly respond.

A Note About Airships

As a historical note of interest, Goodyear produced two large rigid airships in the early 1930s, both for the Navy. The first to be commissioned (August 8, 1931) was the U.S.S. *Akron* which was an ill-fated craft with a service life of only eighteen months. This was a massive, eight engine airship of very modern design with a maximum speed of 83.8 miles per hour and a range of 10,580 miles. It became notorious during a mooring attempt when it lurched into the air with three sailors still clinging to a mooring line. Two of the three ended up falling to their deaths. The *Akron* crashed off the coast of New Jersey during a severe storm with the loss of all but three of its crew. The first flight of her sister ship, the U.S.S. *Macon*, was on April 21, 1933 and this craft crashed into the Pacific Ocean off the coast of California after serving a mere twenty months. The cause of this accident, which resulted in only two deaths, was structural failure during high winds. However, the structural weakness in the craft's upper fin was well known at the time and repairs to strengthen it had been delayed due to the time the ship would have had to remain out of service. Thus, the *Macon* was really lost due to human error. Both of these great airships were loaded with helium, not hydrogen, and this certainly increased their safety. The failure of these airships probably served to put the U.S. government's interest in rigid dirigibles on the back burner.

Sponsors for the Camden Expedition

The United States Navy

The U.S. Navy is currently in the business of analyzing the effectiveness of rigid airships. Their endurance, range, durability, and functions are all areas the military wishes to study. In the minds of many people, airships have already proved themselves. Many point to the epic flight of the German Zeppelin L.59 in late November of 1917 (it flew nonstop on a supply mission from Jamboli in Bulgaria to Khartoum in the Sudan and back without incident, a trip of 4,180 miles lasting ninety-seven hours) and the superb service record of the U.S.S. *Los Angeles* (a rigid airship built by Germany after the Great War as part of reparations to the United States) as proof.

However, skeptics still require further proof which has resulted in the Navy picking up the tab for a sizable percentage of the mission's cost. Several Navy technicians and observers are to be part of the crew and their job is to evaluate the craft's performance and test equipment in harsh polar conditions. Investigators seeking information from the Department of the Navy will be shunted to the Public Affairs Office and forced to deal with a faceless bureaucrat who essentially provides this information and little else. Specific information on money allocated to the project in this pre-Freedom of Information Act era is not forthcoming. There are some within the government who are opposed to this project and see it as a waste of money since a pair of large, modern rigid airships (U.S.S. *Akron* and U.S.S. *Macon*) are already being constructed in Akron by Goodyear, but strings were pulled to get the project approved by the Navy Department.

A side note: During the *Italia* disaster of 1928 when that Italian airship crashed after a polar flight, the U.S. Government declined to commit its great airship, the *Los Angeles*, to the search for survivors because the theory was that helium (which was used instead of hydrogen and which the U.S. was the world's one great supplier) did not have sufficient lifting effects to keep the craft aloft in the extreme cold temperatures of the Arctic. This theory, despite its critics, is still espoused at the time of this expedition and the Camden airship is designed to use hydrogen. While extremely combustible, hydrogen is the tried and true gas for Arctic service and the conservatives among the engineers have won out. The Navy stipulated that hydrogen must be used in order for the government to provide funding. The fear was that helium would not work efficiently and would result in an inevitable accident.

Howard Hughes

Born in 1905, this real-life character was a wealthy, young industrialist that owned a number of successful businesses at the center of which was the Hughes Tool Company of Houston, Texas. Having acquired the company upon his father's death in 1923, Hughes quickly demonstrated an aptitude for business. An amateur aviator since he was a young man, Hughes also had a passion for filmmaking and his second film, *Hell's Angels* (1930, black and white), was the most successful movie of its time. At the time of this scenario, he was in the midst of putting the final touches on *Hell's Angels* and once complete, he began to produce a string of films which turned out to be box office flops.

Investigators contacting him or successfully researching his background will find that his financial situation in 1929 and 1930 was unstable at best. The immense cost of *Hell's Angels* (exceeding four million dollars, a huge sum for filmmaking at that time), several risky business ventures including speculation in developing inexpensive color motion picture film, and the onset of the Great Depression limited his investment in the scheme to fly to the North Pole. Hughes obviously has a great fascination with the plan and has provided motion picture camera equipment and a two-man film crew. His monetary outlay has not been as lavish as it might have been prior to 1928 or 1929, but his public support has been quite great. In the unlikely event the investigators manage to interview the introverted Hughes in Hollywood, he will be relatively candid and open about his love of aviation, but will say nothing about the size of his contribution to the expedition. Business associates and advisors of his who are persuaded to talk will indicate off the record that he is highly pressed financially and that his contribution to the expedition was made in 1927 and only amounted in the tens of thousands of dollars.

The Massachusetts Institute of Technology

Founded in Boston in 1861, the Massachusetts Institute of Technology (M.I.T.) specializes in engineering, architecture, science, the social sciences, humanities, and other subjects and moved to Cambridge in 1916. It has provided some of the brainpower behind the design of the airship and has even coughed up a small percentage of the cash needed to complete it. Some of the personnel currently slated to be part of the crew were recommended by M.I.T. engineers and scientists. Should the investigators interview some of the people from M.I.T. involved in the project, the best source they can meet is Dr. George Sundhurst.

Sundhurst is a well-qualified engineer and physicist with impeccable credentials. Unlike some of his associates, he sees absolutely no reason to conceal information from the public and will be open and honest with anyone he perceives to be genuine journalists, researchers, or scientists. If an appointment is obtained from his secretary, he can be interviewed in his office in Cambridge. As long as the investigators come off as reasonably normal, decent-looking folk, who don't bombard him with outlandish stories of insidious cults, he will give them a few of the particulars of M.I.T.'s involvement in the expedition.

The Institute has provided the expedition a small grant (amounting to less than ten thousand dollars) though Sundhurst cannot provide specific dollar amounts. The main contribution has come in the form of technical assistance. Two dozen engineering students assisted the Chief Engineer and his staff in the drafting of the plans and several scientists and engineers on staff at M.I.T. still serve in overseeing the airship's construction. Without their assistance, the expedition would probably have been forced to seek other sources of funding in order to hire quality engineers at great expense. The personnel working on the airship are highly regarded in Sundhurst's view, though he still has some doubts as to the feasibility of landing the airship at the North Pole without a ground crew. He did have some involvement during the design stage and periodically visits the construction facilities in Camden, but much of his knowledge is nonetheless dated.

Investigators who served with the expedition in *The Dead Of Winter* who introduce themselves as its veterans will be recognized (by name) by the well-read Sundhurst. Research he conducted into Arctic exploration covered the exploits of these investigators and he will likely press them with all sorts of questions. Unless they did something especially repugnant during that scenario which ended up being documented, Sundhurst will probably be an admirer of their courage and strength.

The Camden *Star-Courier*

Information available at this fictitious newspaper has already been covered fairly well (see "Local Newspapers"). Their donation to the expedition amounted to several thousand dollars plus the services of the aforementioned journalist.

The Goodyear Tire & Rubber Company

Goodyear has long been a builder of non-rigid dirigibles (blimps). The first Goodyear airship took flight in 1911 and between 1911 and 1980, it produced 327 airships of various designs. This company, which has produced more airships than any other single organization in the world, used its craft primarily for advertisements and for a short time in the 1930s blared out commercials from its blimps with loudspeakers. Its interest in this expedition is purely speculative. Should the airship prove its worth, Goodyear may invest in more substantial craft outside military contracts and perhaps even subsidize large-scale passenger service.

As with the government, investigators seeking information from this large company will run into a brick wall due to the bureaucracy. Since accounting records are considered private, no specific financial information is available regardless of the amount of persuasion used, but it is quite evident that the company is kicking in a sizable amount of cash to the project as well as the expertise of its engineering staff. Little can be learned from this source and a trip to the company's headquarters in Akron, Ohio would be wasted. What is obvious is that the company is very busy constructing two large rigid airships for the Navy and for this reason was not able to provide access to their Akron manufacturing facilities to the expedition.

Mr. Benjamin Carlson

Carlson is a wealthy industrialist who, like Hughes, has invested a fairly large chunk of money in the expedition. Unlike Hughes, his interest isn't merely out of philanthropy or a sense of adventure. He is interested, much like Goodyear, in the possibilities of commercial passenger travel by airship and may invest in the airship industry should the expedition prove successful. His interest is for the mission to succeed for if it did, the public would gain confidence in a form of travel that has been associated with a number of notorious disasters including the fiery crash of Goodyear's first large semi-rigid airship *Akron* in 1912.

Investigators will find Carlson to be a hard man to track down. He is known to spend a large amount of time in the financial centers of New York City and if he is sought, a successful group Luck roll indicates that he is presently in that city. Obtaining an audience with the secretive Benjamin Carlson is no easy task and may be possible only through the use of subterfuge (perhaps indicating an interest in a cooperative business venture, but those involved would have to have ironclad credentials for this to withstand Carlson's extensive background checks).

If some of the investigators manage to speak with the inaccessible Carlson and are able to earn his trust or otherwise get him to talk, some interesting things can be learned. In addition to information about other sponsors that Carlson possesses and about the project in general, Carlson can offer his assistance in the event the investigators convince him of a danger to the *Camden*. Having already sunk a fair amount of cash into the project that he can ill-afford to lose in the depressed economy, Carlson can arrange access to otherwise-closed files thus providing the investigators a huge shortcut in their efforts to obtain information. In addition, he can exert influence on those at the center of the project including crew members, engineers, foremen, and administrators. While they may resent this, it will be easier for them to allow interviews rather than risk losing funds. However, if this occurs, the cult will probably become aware of the investigators and take appropriate defensive measures. The Sharp Detective Agency that is responsible for security (more on them is given later) will not appreciate outside intrusion, but a few sharp words from Carlson's representatives will get them to cooperate.

So far Carlson has been portrayed as a great potential ally. This is true, but obtaining his confidence is extremely difficult since he is hard to contact, difficult to convince, and quick to anger. He is more likely to become an opponent either passively or actively. If he or his staff sees the investigators as a threat to his investment, influence may be exerted with authorities within the Camden Police Department. In the pre-Miranda-decision era when civil rights were not always a police priority, investigators may suffer from some serious harassment in an effort to encourage a departure from the city. Hotel rooms may be ransacked in searches for evidence, investigators may be run in and forced to spend the night in the city jail for "routine questioning," those who are not U.S. citizens could be turned over to the Immigration and Naturalization Service and deported, and in an extreme case, they may be hauled into a paddywagon and driven across the river into Philadelphia and dropped off there. Carlson could go quite far to make the lives of the investigators extremely miserable.

When describing Carlson, the Keeper may want to imply that he is a real-life historical figure like Howard Hughes in order to not make him a magnet for investigation by players who are trying to outguess the scenario. Otherwise, he may become an immediate suspect despite no evidence of any wrongdoing on his part. Just be sure when the campaign is complete that players don't walk away thinking there really was some industrialist named Carlson running around the U.S. in the 1920s and 1930s.

Dr. Paul Lansing

Dr. Lansing is a prominent New York physician and member of the Cult of Ithaqua. He has a rather large fortune which has been built up by his family over several generations. His donations to the expedition were made with two stipulations. First, they had to remain anonymous. Second, a colleague of his, Dr. Kevin Christie of Albany, New York, who was interested in serving as the expedition physician had to be given priority in the decision process for choosing crew members. Lansing himself is physically too weak to qualify for the trip and Christie, also a cultist, is "very interested" in joining the crew of the airship. He has since been accepted and was the first cultist to join the expedition. The combined efforts of Lansing and Christie have since enabled several other cultists to join the expedition.

Should the *Camden* expedition's financial records be properly examined by a qualified accountant, Lansing's connection is obvious. More importantly, if Lansing's personal wealth can be assessed (perhaps through access to bank or tax records), it is obvious that he has donated more cash than he actually has. The cult has funnelled funds through him to the expedition in order to guarantee its success. Unfortunately, gaining access to the necessary documents and records is difficult in the extreme and probably illegal. However, investigators who are careful may be able to bribe or blackmail bank officials in order to have a look at Lansing's files. He does his banking at the Last National Bank of New York City.

John Pierpont Morgan, Jr.

The son and grandson of highly successful bankers, J. P. Morgan (a real-life historical figure) succeeded his famous father after his death in 1913. Both he and his father were known for their charitable contributions and in the case of the *Camden* expedition, he contributed some of the funds which initially launched the project in the late 1920s. Morgan's contribution was anonymous and he is currently in London and unavailable for comment. In the unlikely event the investigators decide to track him down, his movement is well-documented in society pages, but about the only way he can be seen is if they rudely barge in on him in a London restaurant or hotel lobby. Morgan's philanthropic contribution was made without strings attached and is not being used as some sort of tax write-off.

The Camden Construction Yard

The area where the airship is being constructed is part of a large industrial park which includes a small part of Camden's extensive shipyards. The facilities have been leased from the company that owns them (the fictitious Alliance Shipbuilders of America; no information of much use can be obtained from or about them) and have since been modified to accommodate the specific needs of the expedition. The airship has helped revitalize an area of Camden that has been hit hard by the Great Depression. Below are short descriptions of the highlights of the facility.

Perimeter Fence: This aspect of the facility has already been described. The entire perimeter is surrounded by a ten-foot-high iron fence consisting of one-inch thick bars with reinforcing crossbars. The tops of the bars are curved outward and are sharp. Barbed wire is coiled around the top, making climbing difficult.

Main Gate (Gate #1): Open twenty-four hours a day, this gate is designed to handle heavy traffic. It is wide and can allow the largest of vehicles access to the facilities. During the day, four guards are on duty, checking passes, inspecting vehicles, and watching for suspicious activity. One of these guards totes a 12-gauge riot shotgun. At night, only two guards are here since only a few vehicles pass in and out during the evening and early-morning hours. The gate is flanked by a pair of guard huts. These small, wooden structures contain telephones linked to the Security Office and provide shelter to the guards. The gate itself consists of a pair of hinged sections of the fence which are almost never locked, but are closed once heavy traffic in and out subsides.

Secondary Gates (Gates #2 through #5): Able to handle normal traffic, at night these gates are closed and locked. A pair of guards is on duty at each at all times. The gates themselves are essentially a hinged section of the perimeter fence that can be locked with a chain and heavy-duty padlock. Just inside is a small guard hut containing a telephone linked to the Security Office. This contains little else and mainly serves to provide shelter to the guards during rainstorms.

Warehouses: Six normal warehouses are within the perimeter and each is well-stocked with materials and supplies vital to the construction and operation of the *Camden*.

Sheds: There are four prefabricated sheds within the fence. Each contains common materials.

Airship Hangar: This massive structure dominates the area. Designers were provided with ample funds to construct this building, which is the only one in the facility that is new. Through the open doors can be seen the partially constructed airship. Once the craft is complete, the hangar serves as its home base until the final flight to Spitsbergen.

Administration Building: Constructed of whitewashed cinder blocks, this single-story building contains most of the offices, file rooms, and other administrative facilities within the perimeter. During the day, engineers, secretaries, clerks, and administrators work here; at night, the building is locked up and unoccupied. While it is diagrammed separately, no further description is needed.

Security Office: Similar in construction to the Administration Building, the Security Office is smaller, consisting of a main room, one office, two storerooms, and a holding cell. The main room is always occupied by at least one, and sometimes several guards. Six telephones are in here and they are always monitored. Five are linked to the gates and one is tied into the city's telephone system. Also in here is a microphone tied to the loudspeaker system that blares announcements and messages throughout the facility. The office belongs to the head of security while the holding cell is only rarely used since trespassers and thieves are rarely encountered. The storerooms contain the usual office supplies and even some ammunition and a gun rack with shotguns and rifles.

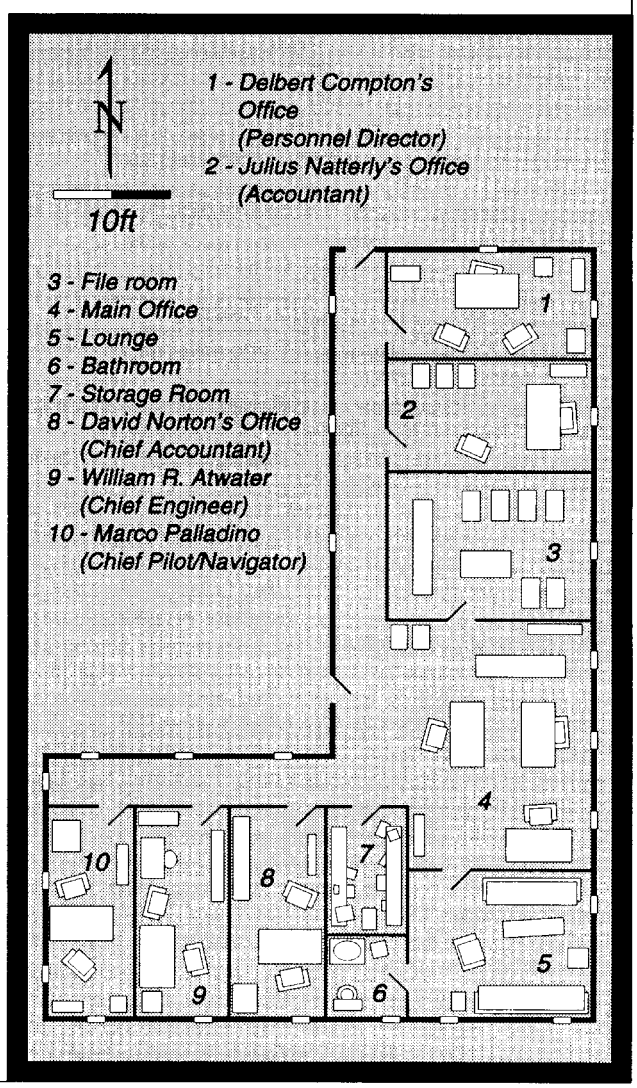
Clinic: This single-story concrete building provides the primary medical care for the workers. Emergency cases are initially brought here then are taken to a Camden hospital. Otherwise the clinic is only equipped to handle minor injuries and ailments. It is staffed by a nurse during normal working hours and by a doctor for several hours in the middle of each weekday.

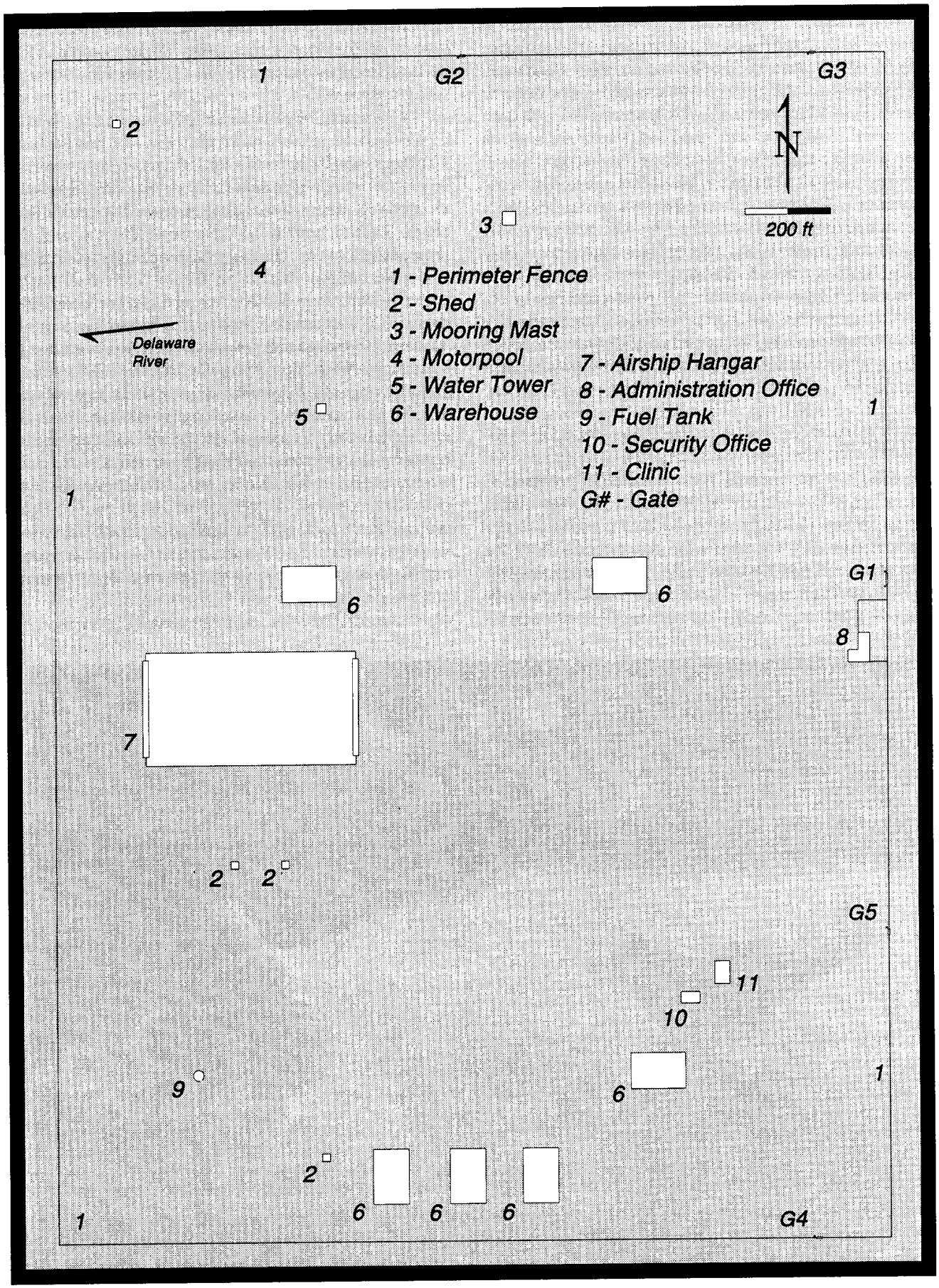
Water Tower: There is nothing unusual about this tower. It is essentially a steel tower topped by a large water tank. This is the source of clean water for the facility.

Fuel Storage Tank: While this one-thousand-gallon tank is within the perimeter, it is only filled one-third of the way with diesel fuel, meant for the airship when it is ready. The tank is periodically inspected, but is otherwise ignored.

Airship Mooring Tower: This is a standard airship mooring tower. No activity occurs here until the days before the first launching of the *Camden*.

Motorpool: This is essentially a parking lot located west of the mooring tower. At any given time, anywhere from six to twelve trucks, automobiles, and trailers can be parked here. A Luck roll at twenty percent of the normal chance indicates one random vehicle has the keys in the ignition.




1
G2
G3
2
N
200 ft
3
4
1 - Perimeter Fence
2 - Shed
3 - Mooring Mast
4 - Motorpool
5 - Water Tower
6 - Warehouse
7 - Airship Hangar
8 - Administration Office
9 - Fuel Tank
10 - Security Office
11 - Clinic
G# - Gate
Delaware River
5
1
1
6
6
G1
8
7
2
2
G5
11
10
9
6
1
2
6
6
6
1
G4

Determined investigators may wish to "acquire" a uniform and I.D. tag from a worker so they can roam freely. This tactic will allow fairly unlimited access to most areas. Only offices and the airship's interior will be a problem to enter. The workers within the airship are familiar with each other and strangers would stand out despite the uniform and identification. If confronted, an investigator would have to quickly come up with a convincing story (possibly requiring a Fast Talk roll) or otherwise be reported to a supervisor and then to security. The offices are a similar matter and are an even greater problem since only a few secretaries and officials are authorized to enter them. A uniformed worker would stand out greatly and if detected, would be reported to security. Anyone apprehended by security will probably be turned over to Camden police after questioning and be charged with trespassing at a minimum.

Breaking In

Breaking into the construction area is a difficult proposition which can lead to clues being obtained and/or the airship being destroyed. On the other hand, a bungled attempt could end in the arrest or even the injuries or deaths of the perpetrators. Available clues have already been detailed previously. The timing of a break-in can be vital. If a holiday such as Christmas is chosen, staff and guards will be minimal, reducing the chances of a haphazard encounter. Also of importance is the layout of the complex. This section describes the general layout in the event investigators get loose within.

At all hours, the five gates into the area are manned by a pair of guards armed with nightsticks and .38 revolvers. The entire perimeter is surrounded by a ten foot high iron fence consisting of one inch diameter bars with reinforcing crossbars. The tops of the bars are curved outward and are sharp. Barbed wire is coiled around the top and this arrangement makes climbing the fence uncomfortable if not more difficult. Within the facility, individual guards patrol, but are more obvious during nighttime hours since they are not concealed among the bustling crowds of workers. Several guards at night are also accompanied by German Shepherd guard dogs and some guards pack 12-gauge, pump-action, riot shotguns in addition to normal armament. The entire area is relatively well-lit at all times by electric lights atop poles and attached to buildings. During normal work hours (dawn to dusk), guards enter office and administration buildings only rarely, but do occasionally check warehouses. On weeknights, work may continue until as late as midnight, but only with a small number of workers. Guards do not enter the airship, but do patrol outside of it. Only if trouble is detected will they actually enter the airship.

If intruders are detected, the guard(s) viewing them

usually blow a whistle to warn other guards, then attempt to make an arrest. Police are called to assist if there is any sign of trouble or resistance. Anyone who is captured by them will be searched, taken to the security office, handcuffed to an iron ring in the wall, and questioned by the on-duty supervisor. Police are then called and the intruder is hauled off to the city jail. Minimum charges are trespassing, but it can get more complicated if things were stolen, guards assaulted or killed, or property damaged or destroyed.

What Can Be Found

Those who manage to successfully avoid detection can learn a number of things at the airship and the offices. Intruders within the airship can learn its interior layout and perhaps sabotage it. Knowledge of the layout can help in future attempts to stowaway aboard it. Note that while it is similar in general details to the cult airships, it is by no means identical. It is slightly larger and is more modern in design and lacks the Gnoph-Keh holding compartment that characterizes some of the cult airships. An inspection of the interior can confirm that no fuel, gas (except for perhaps 20% of its hydrogen capacity if the Keeper so decides), ballast, or supplies are yet aboard and much work remains to be done on the interior structures.

The offices contain more-interesting information. If an intruder gains prolonged access to the files, a successful Accounting roll combined with an Idea roll will reveal after five hours of study that supplies have been consistently disappearing ever since the project started. Some of this is inevitably due to clerical errors, but the scale is too large for the losses to be dismissed for this reason alone. Nothing has been publicized concerning the missing materials, but the Sharp Detective Agency is on the case. So far, they have made no progress and there are no suspects. In addition to the files, a memorandum (dated July 12, 1929) on the messy desk of William R. Atwater, the project's Chief Engineer, documents a recent loss or theft of two hundred pounds of heavy canvas from a supply truck (Player Aid #11). A leather document case next to the desk contains complete diagrams and plans of the *Camden*. Analysis of these by a qualified individual shows the airship to be normal.

The office of the airship's chief pilot/navigator, Marco Palladino, is also worth searching. Palladino is an advisor on the construction of the craft and is often on site either working in his office or observing the progress. A locked, steel floor safe contains up to date navigational charts, weather reports, personnel roster, projected supply inventory, flight plan, and other vital documents. The flight plan indicates the *Camden* will fly from this facility to the U.S. Naval Air Station at Lakehurst, New Jersey in late November of 1930. From there, it will fly to Norwegian-owned Spitsbergen where it will refuel, resupply, and go through final checks and maintenance. From Spitsbergen, the airship will fly to the North Pole and then return to Spitsbergen or take an alternate route to Alaska. Enclosed memoran-

Sharp
Detective Agency

"Discreet, professional, confidential."
101 Parkway Boulevard New York

July 12, 1929

Dear Mr. Atwater,

It came to my attention this morning that a shipment of two hundred pounds of Type 2 heavy canvas is missing. The canvas was apparently removed by a perpetrator or perpetrators unknown from a supply truck parked at the east end of the facility. Just how it was removed and where it is now is not yet known, but I have interviewed the driver who denied having any knowledge of the crime. Since he has several alibis, I believe him and have now begun to question possible witnesses. As you are well aware, the likelihood of success is remote in light of the previous incidents, but I assure you that we will resolve this for you prior to your project's completion.

Sincerely,

DJP

Duncan J. Bailey, S.D.A.

Player Aid #11
Note: If the investigators obtain this prior to July 12, 1929, the Keeper should white-out the date and assign it a more appropriate one. The date in itself is not important.

Player Aid #12 — Keeper's Version

Cover Sheet of the Personnel Roster of the *Camden*

This list contains the names of thirty of the *Camden*'s thirty two members. Two positions remain open which investigators may possibly obtain. Though the *Camden* expedition is an American operation, foreigners have been welcomed for their knowledge, experience, and expertise. All members have at least a working knowledge of English. Note that while each has a specific position, most have multiple duties such as ground crew for airship landing, assistants to scientists, and so on. After each listing is a short note about where the person currently lives, and any additional data of importance. At the Keeper's discretion, some of these listed people may leave in order to open up more positions for investigators. The player's version of this appears on page 211.

Name	Nationality	Age	Position
Andersen, John J.	**American**	**22**	**mechanic (U.S.N.)**
Stationed at Wright Field, Ohio until May, 1930			
Arledge, Thad	**Canadian**	**41**	**meteorologist**
In Toronto until April, 1930			
Baine, Andrew O.	**American**	**31**	**geologist**
Living in New York City until October, 1930			
Brass, Alexander R.	**American**	**25**	**mechanic (U.S.N.)**
Stationed at Lakehurst Naval Air Station until May, 1930			
Christie, Kevin C.	**American**	**35**	**flight surgeon**
Lives in apartment in Philadelphia			
Collins, Peter M.	**British**	**37**	**2nd navigator**
In Europe until March, 1930			
Eiger, Quenton L.	**Canadian**	**23**	**radio operator**
Living in Ottawa until March, 1930			
French, Neville P.	**American**	**27**	**meteorologist**
Living in Boston until April, 1930			
Furgusson, Howard	**American**	**28**	**mechanic**
Living in apartment in Camden; works at the construction facility			
Garvin, Paul I.	**American**	**22**	**photojournalist**
Living in apartment in Camden; works for Star-Courier			
Iverson, Donald S.	**American**	**37**	**medic, photographer**
Living in apartment in Philadelphia			
James, Martin D.	**American**	**29**	**1st navigator (U.S.N.)**
Stationed at Lakehurst Naval Air Station until April, 1930			
Johansson, Otto	**Norwegian**	**27**	**photojournalist**
In Europe until September, 1930			
Kent, Alan M.	**Canadian**	**21**	**mechanic**
Living in apartment in Camden; works at the construction facility			
Marshall, Riley B.	**American**	**26**	**mechanic, medic**
Living in apartment in Camden; works at the construction facility			
Martinez, Juan A.	**Mexican**	**22**	**cinematographer**
In Los Angeles until September, 1930; works for Howard Hughes			
McConnell, Charles	**American**	**27**	**mechanic**
Living in apartment in Camden; works at the construction facility			
Mulhane, Simon S.	**Australian**	**29**	**mechanic**
Living in apartment in Camden; works at the construction facility			
Olsen, Scott N.	**American**	**34**	**chief mechanic**
Living in apartment in Camden; works at the construction facility			
Palladino, Marco	**Italian**	**37**	**chief pilot/navigator**
Living in apartment in Camden; works at the construction facility			
Parker, James L.	**British**	**40**	**zoologist**
In Europe until October, 1930			
Peterson, Reginald	**American**	**50**	**oceanographer**
In Iceland until March, 1930; then in NYC until October, 1930			
Ramey, John	**American**	**24**	**cinematographer**
In Los Angeles until September, 1930; works for Howard Hughes			
Reynolds, Steven T.	**American**	**44**	**radio operator**
In Harrisburg, Pennsylvania until May, 1930			
Stefánik, Antonín	**Czech**	**34**	**zoologist**
In Europe until September, 1930			
Stevens, Edgar P.	**American**	**30**	**mechanic**
Living in apartment in Camden; works at the construction facility			
Strasser, Heinrich	**German**	**40**	**2nd pilot**
Living in apartment in Philadelphia			
Taylor, Frank A.	**American**	**20**	**photographer**
Living in apartment in Trenton, New Jersey until November, 1930; visits Camden often to add to his portfolio of photos			
Williams, John Q.	**American**	**28**	**3rd pilot (U.S.N.)**
Stationed at Lakehurst Naval Air Station until April, 1930			
Winston, Edward H.	**British**	**47**	**botanist**
In Europe until November, 1930			

Cultists on the *Camden*

These are the six Ithaqua cultists in the *Camden*'s crew.

Name	Crew Position	Origin	Age	Notes
Thad Arledge, Ph.D.	Meteorologist	Canada	41	d
Kevin Christie, M.D.	Flight Surgeon	U.S.A.	35	a
Peter Collins	2nd Navigator	U.K.	37	c
Howard Furgusson	Mechanic	U.S.A.	28	b
Charles McConnell	Mechanic	U.S.A.	27	b
Heinrich Strasser	2nd Pilot	Germany	40	c

a Dr. Christie is further described in the NPC lists.

b These are two of eight mechanics on board the ship.

c There are three qualified pilots on board and several people can navigate the craft if necessary.

d Dr. Arledge is the primary meteorologist on board. He has on board duties plus a number of experiments to conduct if a landing occurs.

dums indicate that a shakedown flight is being planned and that the likely destination will be either the Goodyear facilities in Akron, Ohio or Wright Field, an Army Air Corps base near Dayton, Ohio. Proper analysis of the documents indicate them to be genuine and lack any unexpected or unusual contents.

Perhaps of greatest interest to the investigators is the thirty page personnel roster. Each double-sided page contains a brief biography on a person slated to be part of the crew. Information is very general (name, address, date of birth, next of kin, education, special training and qualifications, etc.) and the overall portfolio lacks information on two crew members. Either their slots have not been filled yet or the pages are not present in this file (the former is the truth). Player Aid #12 (a Keeper's version with additional information appears above) provides the cover sheet of the roster and lists only names and very basic information.

Six current members of the crew are cultists and they are listed at left. All of these people are armed in some manner. Only Dr. Christie routinely carries a firearm and in

his case only a derringer. Knives and common tools are popular weapons on board the airship due to the danger of a hydrogen cell exploding. Prior to the flight, crates of dynamite, firearms, and ammunition will be smuggled on board and concealed in a remote, little-used part of the *Camden* to be brought out immediately before the landing or after the landing, depending on the situation. Should the investigators obtain the file on these men, the Keeper must develop the specific information on them as well as non-cultist crew members so the investigators can check them out. A few of the non-cultists may, at the Keeper's discretion, have shady elements in their backgrounds, but cultists will generally be normal. A few may have minor Mythos-related objects in their homes or perhaps incriminating letters.

Due to the sheer number of subjects to investigate, the Keeper may wish to modify this portion or eliminate it altogether if he/she judges that it will get out of hand. However, if the expedition roster is obtained, some suspects can be quickly be scratched off since some are not in Camden (most foreigners, the motion picture crew, and all Navy personnel are out of town). This greatly reduces the amount of time required to investigate the roster. Note that the group should have plenty of time to check all suspects out and players who are too lazy or unmotivated to do a little footwork are just out of luck. If they wish, they could even hire a New York City or Philadelphia private detective agency to conduct background checks in order to free themselves up for other activities. This excellent tactic will gain them some basic information given in the crew notes from Player Aid #12, at left. The agency will charge the group at least a hundred dollars for their services and the information will be received after two weeks, three weeks if a group Luck roll is failed and four if it is fumbled.

The Local Cult

The Cult of Ithaqua in the Camden area contains members from all over the world with most being from the eastern seaboard of the United States. They have come together over the months to promote the creation of the *Camden* and do their best to infiltrate it. None were local residents prior to the beginning of construction of the airship, but by now, some have been here for years. The current leader is Theodore Bryant, a Harvard graduate who earned an Anthropology degree in 1900. After years of studying the peoples of the Arctic, Bryant became acquainted with Ithaqua and those worshipping him and has since joined the cult and achieved a position of leadership. He is reasonably typical of the cultists in this area. Most are at least fairly well-educated, mild-mannered and polite, successful, and normal. Bryant is a relatively recent arrival in the area and lives in an expensive apartment. While he has had no direct contact with the expedition publicly, he has had secret dealings with cultists that have become part of that group. Bryant not only issues orders; he provides logistical support and coordinates the activities of the often far-flung cult members.

In the Camden area is a sizable cult cell numbering forty to fifty members. Most live in apartments within the city limits, but a few have purchased houses and some are often out-of-town on personal or cult business. Many still maintain personal lives and have jobs that cannot be neglected. Their obligation to Ithaqua does take precedence, however, and should it become necessary, those with other commitments will abandon them. As has been true previously, these cultists are generally inoffensive and nonviolent. Aside from their strange religious views, they are normal members of society. Their ultimate goal is the true threat and it is this which will drive them to take extreme measures.

In the event that the activities of the investigators starts hitting home, the cult will inevitably respond. Bryant will coordinate all actions through his apartment and for people successfully watching his place unobserved, frequent visitors can be seen. Taking out Bryant will disrupt the cult's organization, but will not completely cripple them. Just finding Bryant is not easy. The best way is to follow suspected cultists to his apartment. Most will go there sooner or later so patient investigators will be rewarded. In addition, *Camden* flight surgeon Dr. Christie carries Bryant's business card (Player Aid #10C, p. 209) and has his name and address in his address book that can be found in a desk in his apartment. Of course, realizing the significance of Bryant's name in the address book containing scores of names is impossible without additional information.

While neutralizing Bryant is of value (innovative investigators might not choose to merely walk up and blow him away), searching his residence is even more important. Locked in a roll-top desk is four hundred dollars in cash, Bryant's passport and other important documents, and a bulging leather document case.

Those unzipping the case will hit paydirt. Within are papers detailing a secret airship being built in a remote area near Camden, **New York**. They document the diversion of supplies earmarked for the *Camden* to this project. Among these is a business card for Gordon Richter of Wiley & Richter of New York City (Player Aid #10A, p. 209). More on this small cult front-company is in the section entitled "Wiley & Richter" in Chapter Five. The papers go on to say that some of the supplies were easily rerouted simply by altering addresses (it is no coincidence that the cult chose *Camden*, New York as a site to construct an airship) though this is not the only way materials were acquired. Finally, the desk contains two secret compartments symmetrically set in the front under the section that rolls down. One is empty, but in the other is crammed a small diary. More on this diary is given on the next page.

Bryant's Old Apartment

In the event the investigators obtain Bryant's business card, they may focus in on his Hartford, Connecticut address. If they choose to check it out, it is a huge waste of time. It turns out to be a rented apartment downtown that he has not occupied for over a year. The new tenants, Joseph and Diana Crook, are a young couple who don't want to be bothered, will not permit a search of the premises, and have absolutely no knowledge of Bryant. The landlord, Kent Childress, is a gaunt man with thin, blondish hair. He is of little help since he has no forwarding address for Bryant nor does he have any knowledge of where he went. A successful Fast Talk or Persuade roll (or a small bribe) will get his opinion of Bryant. Bryant was "a nice enough gentleman" who "always paid his rent on time" and was "a little too polite to the female tenants." Childress is not a cultist and spends most of his free time caring for his bedridden wife, Sady.

The Diary of Theodore Bryant

This small diary is neatly written in English and takes two days to read. It is almost full and covers Bryant's life this year. The contents are clearly written and reasonably understandable and essentially detail in general terms Bryant's devotion to the Cult of Ithaqua and his participation in recent activities to promote the plot to reach the North Pole. Moreover, it states in no uncertain terms that a significant event will occur there on December 21, 1930 and the cult will act to "release the Wendigo from His unjust imprisonment." It gets no more specific than this, but this statement alone should unnerve any experienced investigator. If the reader is successful in a Read English roll, general information about Ithaqua is understood. It is evident that it is a pagan god of some sort which once had great power and influence, but now is limited to the Arctic North. Some information on rituals is given as well. A successful roll also grants +1% Cthulhu Mythos and 1/1D3 SAN is lost.

Cult Actions

Bryant and his merry band of cultists will probably have to deal with the investigators somewhere along the way. If they perceive them as a potential threat, Bryant is the type of person to try peaceful means of resolving the problem before resorting to violence. Assuming the cult isn't thrown off balance by an effective onslaught, there are several tactics he may exercise. Early options include arranging for investigators to be arrested on a variety of trumped-up charges, paying off hotel managers to have them evict investigators, discreetly disabling vehicles, or arranging them to be roughed up by a group of back-street hooligans.

If he believes they would be receptive, he might even attempt to buy them off. A large bribe with the stipulation that the investigators leave town and not return could be in order. Any meeting between Bryant's representative and the investigators would have to be conducted under the most secure conditions. One example is stopping an elevator in which some of the investigators are riding and communicating from the floor immediately above. This prevents direct contact with the investigators yet permits a relatively secure conversation. Of course, such a tactic would only be possible in a relatively quiet and inactive building. An encounter of this sort should serve to unnerve the investigators and in an extreme case can allow the cult to cut the cable, removing the irritating problem permanently. Under no circumstances should an actual face-to-face encounter take place.

Once the early pleasantries have passed and the investigators are really getting annoying, Bryant will give in to the need to initiate a more-permanent solution. In most cases, violence will come in the form of arranged "accidents" (car drives off the Delaware River Bridge, the elevator cable snaps, the subject "suffers a breakdown" and hurls him/herself off a tall building, etc.), but overt assassinations are possible, though not ideal. Bryant will not want his followers to engage in combat with the investigators. Whenever possible, investigators will be singled out and eliminated on an individual basis. In the most extreme of circumstances, a sniper might be employed. Local cultists might not necessarily coordinate with Reinhold Blair and his companions or vice versa, especially since Blair is much more violent and is on a mission of vengeance.

Events in Camden

If the investigators just stand by and do nothing or waste a lot of time on bogus leads, other things still occur. The main variable other than the cult and the investigators is the Sharp Detective Agency. The SDA is responsible for security at the *Camden* construction site and is investigating several cases of theft or misplacing of materials. Within their files are reports on six incidents concerning missing materials: one truckload of airship canvas, four large hydrogen cylinders, one thousand gallons of high grade gasoline, four crates of Maybach engine parts, one truckload of tools and building materials, and one high powered airship transceiver. SDA detectives are on the case and have several theories. Some cases could be due to clerical error, some could be due to theft of materials in transit, and some could be due to theft of materials on site (probably by workers). In truth, all of the incidents are due to cult activities except for the missing gasoline which is due to clerical error. As the investigators proceed about their business, SDA detectives may encounter them. The result may be that the investigators become suspects and the subjects of a discreet investigation. Another possibility is that the SDA may overtly hound them or bring in the local authorities. The resulting chaos may be extremely detrimental to the scenario so the Keeper must

exercise caution when moderating the activities of the SDA (which is described below).

If the SDA isn't enough, the cult does have one remaining major goal left here. They must smuggle dynamite, firearms, and ammunition onto the *Camden* before its departure. If security is lax, it may simply be smuggled on by some bribed workers or some of the cultists within the expedition. On the other hand, it may become necessary to arrange an "accident" such as a nearby structure fire as a diversion so the gear can be discreetly whisked on board. This equipment is vital. If the other airships fail to reach the North Pole, the plan is left with the cultists on board the *Camden*. Not only must they destroy the Great Seal, but if they are unable to, they must kill everyone on board who sees the Temple of the Winds. Should knowledge of the Temple become public, they fear that governments may realize its significance and future attempts to reach it may not be possible.

The Sharp Detective Agency

Founded in 1926 by Christian Sharp, an immigrant from the United Kingdom and veteran of the Great War, the Sharp Detective Agency has become a successful business employing scores of detectives and security guards. The contract with the *Camden* expedition is the largest the company has ever had and is allowing for its expansion.

The SDA is professionally run and detectives are all fully-qualified, many being former police officers and/or soldiers. The founder's stringent requirements for his employees has resulted in only quality people being hired. Should the investigators butt heads with this efficient organization, they will find they have a most worthy opponent. The SDA isn't just a bunch of muscle-bound strikebreakers. They employ the latest methods in investigating cases including the collection of forensic evidence.

Until recently, only cases in the New York City, Connecticut, Rhode Island, Massachusetts, and northern New Jersey area were accepted and the *Camden* contract is their first true expansion. Their contract states that they are responsible for security at the construction facility and for investigating crimes committed there with the cooperation and assistance of local law enforcement authorities. If it becomes apparent there is danger to the airship, guards at the site will be reinforced by more from New York, some of which are armed with Thompson submachine guns and Browning Automatic Rifles.

Somewhere along the way the investigators may attempt to interview Christian Sharp since he is at the top of the detective agency investigating crimes at the construction site. An interview can be obtained at his office in New York, but he is unlikely to reveal any information due to the company's policy of maintaining the confidentiality of a client's business. However, influence exerted from Benjamin Carlson or people at the expedition may get him to open up. Unless the SDA investigation has made progress,

Ten SDA Guards and Camden Police officers

This group can be used as police officers and security guards in the Camden area as well as elsewhere in the campaign.

	Alan	Bob	Carl	Daniel	Edward	Frank	Grant	Hank	Irwin	Jack
STR	14	12	16	11	12	12	14	15	12	13
DEX	12	9	15	12	12	10	16	14	13	9
INT	13	12	13	12	15	13	16	13	12	11
CON	13	14	15	12	12	11	13	16	18	14
APP	12	8	12	16	9	10	12	12	14	14
POW	13	13	9	14	11	10	12	8	14	17
SIZ	14	12	11	10	13	16	15	12	13	14
EDU	12	11	12	10	13	12	10	11	13	12
SAN	63	59	42	70	51	47	63	41	70	82
Luck	65	65	45	70	55	50	60	40	70	85
HP	14	13	13	11	13	14	14	14	16	14
Age	21	19	22	19	30	26	20	22	35	29
DB	+1D4	+0	+1D4	+0	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4

Education: generally not greater than high school
Skills Common to All: Climb 50%, Dodge 40%, Drive Automobile 30%, First Aid 35%, Hide 40%, Jump 30%, Law 20%, Listen 50%, Persuade 30%, Sneak 40%, Spot Hidden 50%, Swim 30%, Throw 40%
Languages: English 65% plus possibly a working knowledge or fluency in one other language.
Attacks Common to All:
Handgun Attack 40%, 1D10 damage (.38 revolver)
Shotgun Attack 40%, 4D6/2D6/1D6 damage (12-gauge, pump-action, riot shotgun)
Small Club Attack 50%, 1D6+db damage (nightstick)
Fist/Punch Attack 60%, 1D3+db damage
Notes: SDA security guards are generally well-trained and well-equipped, but are nowhere near the quality of SDA detectives. In emergency situations, they can be armed with shotguns, but normally they only carry revolvers and nightsticks. Camden police officers are fairly typical of officers of the 1920s and 1930s, but some possess years of valuable experience that the security guards generally lack.

little can be revealed, but a cooperative effort may be in the cards. More likely, Sharp will indicate a complete lack of interest in even associating with the investigators. After an interview, he will probably order them to be followed by a pair of detectives. More on Sharp is in the NPC list.

Police Involvement

Since the cult, the investigators, and Christian Sharp's detectives are busy dancing with each other, it is probably only a matter of time before the police get actively involved. Unless incidents are minor and only require action by an individual officer, a detective will be placed in charge of the case. His name is Adrian Wardlaw and he is a ten-year veteran of the Camden Police Department (C.P.D.). He will be assisted by Officer Mark Wierzbowski who is being trained to be a detective. These two efficient and well-trained members of C.P.D. will diligently follow the trail of suspects. They have at their command all of the resources of the department and thus have access to police records, forensic experts, and essentially unlimited manpower.

If the investigators are "middle class" and not poor working folk, Wardlaw will be more circumspect in his investigation. He will resist kicking in hotel room doors, ransacking lodgings, and roughing up suspects though in a drastic case, he may use such tactics. "Working class" investigators are more likely to be the target of such measures. Remember that in this pre-Miranda-ruling era, civil rights weren't exactly a priority of police, lawmakers, or the courts. Investigators who threaten to file complaints and civil suits are belching out hollow threats at best and Wardlaw knows it.

Wardlaw can become a powerful ally of the investigators. If somehow his trust can be gained, he may open police files to the group, provide them confidential information, and even coordinate his investigation with them. In this case, Wardlaw is violating department policy and could lose his job, but if he feels he is in debt to the investigators or requires their assistance, this is a consequence he may choose to risk.

C.P.D. is not the only law enforcement agency that could become involved. The New Jersey State Police will get involved in a major case such as the murder or kidnapping of a prominent citizen, a case of multiple homicides or kidnappings, or the destruction of the airship or other large structures. The State Police is an elite organization that was one of the first truly professional police forces in the United States. Its jurisdiction is statewide and all of its personnel are highly trained and conform to military standards.

The man most responsible for this is a West Point graduate and former Army officer named H. Norman Schwartzkopf (the father of the famous leader of the 1991 Gulf War's coalition forces). His efforts helped make the State Police a professional organization with uniform standards and superior training rather than a rag-tag bunch of untrained ruffians. Most notably, he became famous when he became part of the investigation of the kidnapping of the son of Charles Lindbergh in 1932. If the State Police gets involved in events concerning the investigators and/or the cult, they will coordinate with local police and the investigation will be conducted on a massive scale. Unless the investigators and cultists are particularly elusive, arrests will be made reasonably swiftly and the best bet for all concerned is to flee town immediately. The cult will stay as long as possible, but even they may throw in the towel and forget the *Camden* rather than have the entire plan become public knowledge.

Stats

William Riley Atwater, Chief Engineer for the *Camden* expedition
Nationality: American

STR	11	DEX	12	INT	16	CON	12
APP	12	POW	14	SIZ	14	EDU	19
SAN	64	Luck	70	HP	13	Age	43

Damage Bonus: +1D4
First Appears: Camden, New Jersey
Skills: Aeronautics 25%, Accounting 19%, Credit Rating 26%, Drive Automobile 54%, Electrical Repair 50%, Engineering 45%, Library Use 44%, Listen 30%, Mechanical Repair 63%, Operate Heavy Machine 36%, Physics 27%, Pilot Aircraft 25%, Pilot Airship 14%, Sketch/Draw 70%, Spot Hidden 55%, Woodcraft 26%
Languages: English 95%, German 87%, Latin 40%
Attacks: none above base skill
Notes: Atwater is a skilled engineer who led the design team for the *Camden*. He now supervises the construction and unforeseen modifications of the dirigible and is, for all practical purposes, in overall charge of current building operations. Because of this, he has little time or patience for interviews or questions.

Marco Palladino, Chief Pilot/Navigator of the *Camden*
Nationality: Italian

STR	14	DEX	15	INT	16	CON	15
APP	9	POW	10	SIZ	12	EDU	13
SAN	44	Luck	50	HP	14	Age	37

Damage Bonus: +1D4
First Appears: Camden, New Jersey
Education: B.S. in Mechanical Engineering from the University of Milan
Skills: Astronomy 36%, Cartography 25%, Climb 60%, Drive Automobile 30%, Drive Motorcycle 55%, Electrical Repair 33%, First Aid 44%, Hide 28%, History 31%, Jump 70%, Library Use 32%, Listen 50%, Mechanical Repair 41%, Medicine 10%, Aerial Navigation 80%, Ocean Navigation 76%, Land Navigation 75%, Operate Heavy Machine 19%, Parachuting 29%, Persuade 29%, Pilot Aircraft 39%, Pilot Airship 54%, Pilot Balloon 25%, Psychology 15%, Sneak 21%, Spot Hidden 65%, Swim 65%, Throw 37%
Languages: English 58%, Italian 88%, Latin 10%, Spanish 59%, Portuguese 57%
Attacks:
Fist/Punch Attack 59%, 1D3+db damage
Handgun Attack 40%, damage dependent on what is available
Notes: Palladino was a lieutenant in the Italian Navy where he gained experience in piloting dirigibles. His skills as a pilot and navigator make him a valuable member of the expedition. While in the air, he is in complete charge and all passengers and crew are obligated to obey his every order instantly and without question. While he is skilled with a handgun, he does not own or possess one. His main concern is the safety of the airship and its occupants and will do anything to avoid disaster. Palladino privately fears a repeat of the *Italia* disaster and if he goes insane during the trip, the Keeper should take this fear into account when playing him. While driving around Camden, he rides an old Army surplus motorcycle complete with sidecar.

Paul I. Garvin, reporter for the Camden *Star-Courier*
Nationality: American

STR	13	DEX	13	INT	13	CON	12
APP	12	POW	14	SIZ	10	EDU	13
SAN	55	Luck	70	HP	11	Age	22

Damage Bonus: +0
First Appears: Camden, New Jersey
Education: high school
Skills: Accounting 16%, Bargain 24%, Drive Automobile 25%, Fast Talk 68%, Hide 24%, History 30%, Law 15%, Library Use 60%, Listen 47%, Persuade 46%, Photography 50%, Psychology 46%, Sneak 21%, Spot Hidden 43%
Languages: English 90%
Attacks: none above base skill
Notes: Garvin is slated to be on the expedition and document its progress for his paper and several other New England publications. How he got to be chosen to be the only journalist on the expedition remains a mystery, but it is widely believed by other journalists that someone was paid off in order to get him aboard. While he is competent, it is unusual that a reporter from a larger newspaper did not get the position. The investigators may suspect him to be a cultist because of this discrepancy, but he is innocent of any wrongdoing and has no idea how he obtained the position (his editor, Harold Robinson, made the arrangements).

Dr. Kevin C. Christie, medical doctor, flight surgeon for the *Camden*, and cultist
Nationality: American

STR	12	DEX	16	INT	15	CON	13
APP	12	POW	12	SIZ	14	EDU	15
SAN	0	Luck	60	HP	14	Age	35

Damage Bonus: +1D4
First Appears: Camden, New Jersey
Education: M.D. from the University of Tennessee, Memphis
Skills: Anthropology 29%, Chemistry 15%, Cthulhu Mythos 16%, Drive Automobile 26%, First Aid 71%, Law 11%, Library Use 38%, Listen 48%, Medicine 59%, Occult 20%, Persuade 50%, Pharmacy 49%, Spot Hidden 53%, Swim 32%
Languages: English 80%, Latin 22%
Attacks:
Handgun Attack 33%, 1D10 damage (Remington .41 double barrel derringer)
Small Knife Attack 37%, 1D3+db damage (scalpel or similar blade)
Spells: Dominate, Ritual of Devotion, Ritual of Knowledge, Shrivelling
Notes: Dr. Christie for all appearances seems to be a competent medical professional. In addition to this, he is a cultist who can arrange the unfortunate demise of patients during the flight should this become a necessary tactic. He claims to abhor firearms, but carries a loaded derringer with him at all times. A small diary is always with him which chronicles his life for the past year in some detail. It shows his relationship to the cult and contains the spell Ritual of Knowledge. This ritual is described in sufficient detail to be cast, but not well enough to show some of its gruesome and dangerous effects. Reading the diary takes two weeks and it has a x1 spell multiplier. It is in English and its spell is important in the latter part of the campaign. If the pistol is discovered, he will deny it is his and claim it was planted by some nefarious individual with either a sick sense of humor or some desire to make people question his character. The diary, on the other hand, is difficult to explain since it contains his handwriting. He is an articulate, well-educated man with a good

professional record and there is no evidence of cult activities in the past aside from his association with Paul Lansing.

Theodore Bryant, anthropologist and leader of Camden cult
Nationality: American

STR	10	DEX	9	INT	17	CON	11
APP	13	POW	20	SIZ	13	EDU	18
SAN	0	Luck	100	HP	12	Age	52

Damage Bonus: +0
First Appears: Camden, New Jersey
Education: Ph.D. in Anthropology and M.A. in History from the University of Alabama, Birmingham
Skills: Accounting 37%, Anthropology 66%, Archaeology 55%, Astronomy 10%, Bargain 32%, Biology 14%, Credit Rating 39%, Cthulhu Mythos 29%, Drive Automobile 25%, Fast Talk 24%, First Aid 40%, Geology 28%, Hide 19%, History 67%, Law 21%, Library Use 70%, Listen 44%, Occult 50%, Persuade 46%, Photography 23%, Psychology 56%, Sneak 18%, Spot Hidden 43%, Swim 30%
Languages: English 97%, French 45%, Greek 19%, Latin 35%
Attacks: none above base skill
Spells: Bind Nightgaunt, Call/Dismiss Ithaqua, Chill of the Wendigo, Contact Gnoph-Keh, Dominate, Flesh Ward, Mental Suggestion, Nightmare, Shrivelling, Voorish Sign, Wither Limb, plus all of the rituals in the Resources section.
Notes: This University of Alabama graduate became aware of Ithaqua during his studies of the Arctic peoples. He now leads the Camden cult and coordinates their activities. He is an articulate, inoffensive man who has become financially self-sufficient due to shrewd investments, many of which held up despite the onset of the Great Depression. Bryant now dedicates most of his time promoting the plan to infiltrate the *Camden* and use it as a vehicle to reach the North Pole on the winter solstice of 1930. If killed, the cultists in Camden will be thrown off-balance, but are not completely incapacitated and will recover. Bryant is a widower and his two sons, Michael and Lucas, are both being educated in Europe.

Christian Sharp, owner, founder, and president of the Sharp Detective Agency
Nationality: English

STR	14	DEX	16	INT	15	CON	12
APP	13	POW	13	SIZ	13	EDU	15
SAN	60	Luck	65	HP	13	Age	31

Damage Bonus: +1D4
First Appears: New York City, New York
Education: B.A. in History from Cambridge University, military training
Skills: Anthropology 9%, Bargain 36%, Boating 36%, Climb 62%, Conceal 80%, Dodge 49%, Drive Automobile 44%, Fast Talk 56%, First Aid 47%, Hide 75%, History 61%, Jump 32%, Law 30%, Library Use 53%, Listen 59%, Locksmith 10%, Mechanical Repair 27%, Navigate 40%, Occult 11%, Persuade 69%, Photography 28%, Ride 26%, Sneak 75%, Spot Hidden 79%, Swim 50%, Throw 48%, Track 31%
Languages: English 94%, German 73%
Attacks:
Handgun Attack 54%, 1D10 damage (9mm semi-automatic pistol)
Rifle/Shotgun Attack 50%, 2D6+4 (Lee-Enfield Mark III .303 bolt-action rifle) or 4D6/2D6/1D6 damage (12-gauge, pump-action, riot shotgun)
Fighting Knife Attack 35%, 1D4+2+db damage (bayonet)
Bayonet Attack 32%, 1D6+1+db damage (bayonet attached to rifle)
Large Club Attack 46%, 1D8+db damage (rifle or shotgun)
Fist/Punch Attack 67%, 1D3+1D4+db damage (brass knuckles)
Notes: A veteran of the British Expeditionary Force's experience in the Great War, in 1920, Sharp emigrated to the United States and soon opened a private detective agency. From humble beginnings, he worked and scrimped and struggled, gradually creating a lucrative and successful business. The onset of the Great Depression drastically cut into his business, but the contract to provide security for the *Camden* has revitalized the SDA. Sharp is a well-educated man who hires only qualified people to work for him. He has overcome many adversities and it is evident that his agency will survive for quite a while barring unforeseen circumstances.

Typical SDA Detective
Nationality: American (usually)

STR	14	DEX	12	INT	14	CON	14
APP	12	POW	13	SIZ	14	EDU	13
SAN	63	Luck	65	HP	14	Age	27

Damage Bonus: +1D4
First Appears: Camden, New Jersey
Education: varies
Skills: Climb 55%, Conceal 40%, Dodge 40%, Drive Automobile 50%, Fast Talk 50%, First Aid 40%, Hide 60%, Jump 35%, Law 25%, Library Use 40%, Listen 50%, Locksmith 15%, Mechanical Repair 25%, Navigate 30%, Persuade 50%, Photography 25%, Sneak 60%, Spot Hidden 55%, Swim 35%, Throw 40%
Languages: English 80% plus possibly working knowledge or fluency in one other language.
Attacks:
Handgun Attack 55%, 1D10 damage (9mm pistol or .38 revolver)
Rifle/Shotgun Attack 50%, damage dependent on weapon used (normally not carried)
Fist/Punch Attack 75%, 1D3+2+db damage (brass knuckles)
Submachine Gun Attack 40%, 1D10+2 damage (Thompson submachine gun; normally not carried)*
Notes: Detectives are highly-trained and well-qualified to investigate both investigators and cultists. Each carries one or two handguns, usually a .38 revolver or 9mm pistol in a shoulder holster and a smaller handgun (.32 revolver or the like) concealed elsewhere. Brass knuckles are standard equipment, but other weapons are rarely carried unless the situation dictates their use.
*Some (20%) have Machine Gun Attack skill instead of Submachine Gun Attack skill and are equipped with Browning Automatic Rifles.

Adrian Wardlaw, Camden P.D. detective
Nationality: American

STR	14	DEX	16	INT	15	CON	14
APP	15	POW	14	SIZ	13	EDU	14
SAN	60	Luck	70	HP	14	Age	29

Damage Bonus: +1D4
First Appears: Camden, New Jersey
Education: some education at N.Y.U., military training, police training
Skills: Bargain 43%, Climb 55%, Conceal 35%, Dodge 42%, Drive Automobile 47%, Fast Talk 70%, First Aid 37%, Hide 56%, Jump 31%, Law 35%, Library Use 48%, Listen 67%, Persuade 66%, Psychology 55%, Ride 25%, Sneak 60%, Spot Hidden 80%, Swim 50%, Throw 49%
Languages: English 88%
Attacks:
Handgun Attack 80%, 1D10+2 damage (.45 semi-automatic pistol) or 1D8 damage (.32 revolver)
Shotgun Attack 51%, 4D6/2D6/1D6 damage (12-gauge, pump-action, riot shotgun)
Small Club Attack 36%, 1D6+db damage (nightstick)
Fist/Punch Attack 77%, 1D3+db damage
Notes: Wardlaw is an excellent detective who can be the investigators' greatest ally or worst enemy in Camden. He has the police department's resources at his beck and call and is assigned a full time assistant who is also a detective in training. A military-issue .45 pistol and a small .32 revolver are always concealed somewhere on him, but other weapons are not normally carried.

Mark Wierzbowski, police officer and detective in training
Nationality: American

STR	13	DEX	13	INT	14	CON	12
APP	13	POW	12	SIZ	12	EDU	13
SAN	56	Luck	60	HP	13	Age	23

Damage Bonus: +1D4
First Appears: Camden, New Jersey
Education: high school, military training, police training
Skills: Climb 77%, Conceal 31%, Dodge 45%, Drive Automobile 65%, Fast Talk 50%, First Aid 36%, Hide 55%, Jump 46%, Law 22%, Library Use 30%, Listen 60%, Persuade 44%, Psychology 43%, Ride 80%, Sneak 67%, Spot Hidden 71%, Swim 50%, Throw 39%
Languages: English 80%, Polish 37%
Attacks:
Handgun Attack 61%, 1D10 damage (.38 revolver)
Off Hand Handgun Attack 47%, 1D10 damage (.38 revolver)
Shotgun Attack 50%, 4D6/2D6/1D6 damage (12-gauge, pump-action, riot shotgun)
Small Club Attack 55%, 1D6+db damage (nightstick)
Fist/Punch Attack 87%, 1D3+1D4+db damage (brass knuckles)
Notes: Wierzbowski is the son of Polish immigrants and is now swiftly rising in the ranks of the Camden Police Department. Until recently he was a uniformed officer, but now is a plainclothes detective in training. He routinely carries a police-issue .38 revolver and a set of brass knuckles, but may pick up other weapons if the situation so dictates. Despite his skill as a two handed shooter, he usually carries only one handgun. He will follow all of Wardlaw's orders, but is intelligent enough and has had sufficient training and experience to react decisively on his own.

RED HERRING

The Osbrook House

This is a short scenario designed as a red herring for use in "Chapter Four: The Camden Project." The Keeper may choose to ignore this section and allow the players to devote total concentration to matters more relevant to the main scenario. This adventure is designed to confuse the investigators, but shrewd players will realize its irrelevance to the main problem and will avoid it or place it at the bottom of their long list of priorities. It *can* be run outside of *Walker in the Wastes*, but since no Mythos or occult activity is actually involved (this is purely a criminal investigation), players may have little interest in it.

The investigators will first learn of the Osbrook House while conducting research in Camden. Articles appearing in the Camden *Star-Courier* (Player Aids #7, 8 & 9 on pages 208-9) will almost certainly attract their attention and may draw them into this scenario. The article details the death of a transient in a supposedly haunted house in one of the older neighborhoods of the city. Some of the details given in the article may lead them into checking out the house and perhaps dealing with the problem there.

Background Information

The Osbrook House is an old residence which has been unoccupied for over a decade. In 1919, the elderly couple that had erected the structure back in 1875 were found murdered in the master bedroom. Everett and Amelia Osbrook, the aforementioned couple, were major shareholders in some of Camden's largest shipyards, but ended life as a pair of recluses who scared neighborhood children that trespassed on their property by unleashing a large mongrel dog on them. Police never caught the people responsible for the murders, but believed two men were involved who robbed the Osbrooks before killing them.

The Osbrooks were buried in a local cemetery and their estate was divided among several cousins, but the house ended up in the hands of Clarence Porter, Amelia's nephew. Like his aunt, Clarence is wealthy and the house is one of many holdings scattered throughout the United States. He now lives in Sacramento, California and has all but forgotten about the house he inherited a decade ago.

Since 1919, the house has deteriorated due to neglect and is the subject of many stories among local children. Most believe it is haunted by the ghosts of the Osbrooks who are upset that their killers have never been brought to justice. These stories have served to keep children away and they work — few kids dare to enter the forbidding-looking structure.

The reality of the situation is that the house has been occupied recently by a group of criminals who manufacture illegal alcohol in a makeshift distillery in the basement. They have connected into the city's sewer system which allows them secure access into the house and also permits them to vent off fumes from the still in a discreet fashion. A side effect of this is rank-smelling fumes that emerge from sewers and manholes near the house on cold mornings.

The people responsible for this operation have taken elaborate steps to ensure people stay away and do their best to make the house seem haunted. It is these measures which will attract the attention of investigators reading back issues of Camden newspapers. The house is not actually haunted nor is there anything Mythos-related within. The people in the house are a great danger, however, and they have important friends in the local underworld that could cause problems while the investigators remain in the city.

Sources of Information

Investigators who happen across the newspaper article and want to know more can either head directly to the house or, more likely, do a little preliminary research. The following discusses the most likely sources investigators will consult.

The Police Department

A successful Law or Persuade roll at the Camden Police Department will be rewarded with access to files on the Osbrook murders. They contain crime scene photographs, narratives describing the crime scene and police theories, and names and addresses of the victims and neighbors who were interviewed. Most of this has already been adequately described in "Background Information" and it is obvious the police never had any suspects or made any arrests.

The bodies of the elderly couple were discovered by the mailman, Brian Early, who was concerned that their front door had been standing open for two days and that no one answered his calls. When he entered, he found a shocking scene. The entire house had been ransacked and the family dog was dead in the kitchen, impaled by a large butcher knife obtained from a nearby drawer. The bodies

of Everett and Amelia were in a bedroom and had also suffered from several deep stab wounds. Amelia was found tied to a chair. It was later determined that a large amount of cash and portable valuables had been removed from the house. If Brian Early is sought out, his widow, Catherine, can be found in Camden at the address given in the police files. Early died in 1927 of a heart attack and his wife can provide no more information than the police records did.

Newspapers

Research into back issues of either Camden newspaper will provide essentially the same information that is available in police records. A total of three Player Aids (#7, 8 & 9 — printed on pages 208-9) may be obtained with research at the office of the Camden *Star-Courier* or the city library.

Neighbors

Neighbors are the best source of information about the house. Most people living in the area also were there when the murders occurred. Assuming they can be bribed, cajoled, or otherwise convinced to talk, their information about the murders is very sparse and consists mostly of unfounded rumors. Children who are interviewed will insist the place is haunted and that lights have been seen moving about within at night. A few who have been dared to enter by their friends describe a strange, cold wind that blows about the house, often accompanied by an unearthly moaning. None stayed long enough to check this out.

The Bad Guys

For five years, a small group of criminals has operated a crude distillery operation in the basement of the Osbrook House. They are associated with organized crime in the Camden and Philadelphia area and have effectively instilled fear in superstitious local children so none come to investigate the abandoned house. The still in the basement belches out a large amount of steam and smoke which is vented out through a crude tunnel linking the house with the sewer system. This same tunnel allows unrestricted and secure access to the house.

Early on, the bad guys made some cosmetic changes to the house in order to facilitate their plan. The basement door was boarded up and covered over with plaster and now for all appearances, the house has no basement. Since there is no evidence of a basement visible from the exterior and no house plans exist, the only way the investigators can find out about it short of ripping the building apart is to read Player Aid #8 which mentions a basement. Air ducts allow for the creation of the cold wind within the house which actually has its source in a large fan in the basement. The fan blows air over an ice block into the ducts and the resulting blast of cold air can be quite unnerving to those who are expecting ghostly phenomena.

At least two members of the gang are always in the basement, but up to six can be present, especially if the location is threatened and they must defend or relocate it. In addition, all will be present on delivery day which is every Friday. On this day, the week's product is shipped out and fresh supplies are brought in. Friday's activities take the entire day since special care must be taken to be discreet as the gangsters move crates down winding sewer tunnels and into manholes on side streets a few blocks away from the house. The NPC list contains a detailed list of the nefarious types involved in this operation. They will try to avoid direct contact with investigators, but will use lethal force if confronted in order to defend their expensive equipment and the secrecy of their operation.

On Prohibition

On January 16, 1920, the 18th Amendment of the United States Constitution went into effect. This was the culmination of many years of anti-alcohol legislation that had been passed at federal, state, and local levels over previous decades. It prohibited the manufacture, sale, transportation, importation, and exportation of intoxicating liquors. It did not, however, ban the ownership or consumption of such substances, a fact which crippled the amendment. The Volstead Act of 1919 provided specific definitions for alcoholic beverages and the Jones Law of 1929 increased punishments for offenses (up to $10,000 in fines and/or up to five years imprisonment). It wasn't until December 5, 1933 that the 21st Amendment repealing the 18th was passed and even so, many areas remained dry under local law.

The Investigation

After the usual research, the investigators will probably continue by either observing the house or by entering it. Observing it does no good since the criminals using it enter via the aforementioned tunnel. A search can be productive and a detailed description and map of the house are provided for the Keeper's use. The occupants will not react to a search unless the investigators rudely break into the basement (probably by cutting through the floor or the boarded-up basement door). Such a reaction may be violent, but if violence is the result, they will probably pack up and leave unless the crime can be covered up.

If the investigators spend the night in the house or some other opportunity presents itself, the gangsters will use some of their special effects to unnerve, confound, confuse, and otherwise torment the intruders. Such use will be as discreet as possible in order to avoid suspicion. The intent is to frighten off intruders, not cause them to further investigate the structure. If the effects fail to have the desired result, the criminals will probably dismantle their equipment and cart it off into the sewer tunnels. In the event a

fight breaks out within the sewers, the Keeper should remember that people who receive wounds are extremely susceptible to infection in the filthy subterranean conditions.

Aftermath

Once the criminals are uncovered, if they are not merely gunned down, they may be turned over to police and be charged with a variety of offenses. The section "On Prohibition" provides some information on possible charges and penalties. The investigators may be summoned as witnesses or at the very least will be questioned if their connection to the house becomes known. Such questioning may interfere with other activities in the Camden area and may result in arrests on unrelated charges if they have been violating laws elsewhere in the scenario. If they have taken the proverbial high road (or have as far as the police know), they may get preferential treatment from law enforcement and city government officials in future matters. On the other hand, the local underworld may target the investigators for retribution, especially if their people were killed and equipment lost or destroyed.

Stats

Osbrook House criminals

	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	Luck
Otis Weaver	15	14	14	17	8	13	15	12	59	65
Louie Taylor	10	7	11	12	13	10	12	10	38	50
Michael O'Toole	17	11	9	18	13	12	16	4	59	60
Lee Forster	13	15	11	14	6	11	13	5	53	55
Bob Tower	9	11	12	12	10	12	12	9	56	60
Ellen Merriwether	8	15	13	11	14	13	8	10	58	65

	Idea	Know	HP	Age	DB	Languages
Otis Weaver	70%	60%	16	35	+1D4	English 62%
Louie Taylor	55%	50%	12	24	+0	English 51%
Michael O'Toole	45%	20%	17	23	+1D6	English 50% (spoken only)
Lee Forster	55%	25%	14	30	+1D4	English 55% (spoken only)
Bob Tower	60%	45%	12	25	+0	English 61% (38% written)
Ellen Merriwether	65%	50%	10	23	+0	English 60%

Education: none above high school level
Skills Common To All: Brewing 30%, Climb 55%, Conceal 65%, Dodge 15+(DEXx2)%, Drive Automobile 30%, Electrical Repair 35%, Fast Talk 40%, First Aid 35%, Hide 65%, Jump 30%, Law 15%, Listen 50%, Locksmith 30%, Mech. Repair 50%, Sneak 65%, Spot Hidden 50%, Swim 40%, Throw 30%, Woodcraft/Carpentry 40%
More Skills:
Weaver: Brewing 55%, Persuade 40%, Spot Hidden 65%
Taylor: Play Harmonica 70%, Ride 25%
O'Toole: Operate Heavy Machine 40%
Forster: Dodge 60%, Throw 60%, Woodcraft/Carpentry 60%
Tower: Electrical Repair 40%, Locksmith 50%, Mech. Repair 60%
Merriwether: Drive Automobile 55%, First Aid 45%, Medicine 10%
Attacks:
Otis Weaver:
Shotgun Attack 51%, 4D6/2D6/1D6 damage (12-gauge pump-action shotgun)
Handgun Attack 65%, 1D10+2 damage (.45 semi-automatic pistol)
Fist/Punch Attack 84%, 1D3+2+db damage (brass knuckles)
Louie Taylor:
Shotgun Attack 39%, 4D6/2D6/1D6 damage (12-gauge double barrel sawed off shotgun)
Handgun Attack 35%, 1D8 damage (.32 revolver)
Michael O'Toole:
Shotgun Attack 34%, 4D6+2/2D6+1/1D8 damage (10-gauge double barrel sawed off shotgun)
Handgun Attack 30%, 1D10+2 damage (.45 revolver)
Fist/Punch Attack 76%, 1D3+db damage
Large Club Attack 63%, 1D8+db damage (any convenient large, club-like object)
Fighting Knife Attack 53%, 1D4+2+db damage (bowie knife)
Lee Forster:
Rifle Attack 40%, 2D6+3 damage (.30-30 lever-action carbine)
Handgun Attack 36%, 1D10 damage (.38 revolver)
Fighting Knife Attack 87%, 1D4+2+db damage (large hunting knife)
Large Knife Attack 87%, 1D6+db damage (commando knife)
Bob Tower:
Shotgun Attack 49%, 2D6/1D6/1D3 or 1D10+6 damage (20-gauge double barrel shotgun)
Handgun Attack 32%, 1D10 damage (.38 revolver)
Fist/Punch Attack 59%, 1D3 damage
Small Club Attack 47%, 1D6 damage (any small club, usually handgun)
Small Knife Attack 39%, 1D4 damage (stiletto)
Ellen Merriwether:
Handgun Attack 30%, 1D6 damage (.22 revolver)
Small Knife Attack 35%, 1D4 damage (pocketknife)
Notes: This rude crew of bootleggers is led by Otis Weaver, a long-time member of the New Jersey underworld twice convicted of the transportation and distribution of intoxicating beverages. Except for Merriwether and Taylor, all have criminal records, but no major convictions. While they will avoid using violence, it is only out of the desire to remain secret. They are not squeamish about using lethal force and if necessary, intruders will be killed and their bodies will be hidden in the sewers until they can be disposed of in a more secure manner. If such violence becomes a public spectacle, they will pull out of the area taking as much of their equipment with them as possible. Their knowledge of the nearby sewers is excellent and has made entering the house through the more traditional entrances unnecessary.

The Osbrook House

Basement

Laundry Room: This room has been converted into a storeroom for supplies and equipment by the bootleggers. Sacks of corn meal, coal, tools, etc. are typical items in here.

Main Room: A large still has been set up in here. It has been set into a wide, deep pit in the floor that was dug to allow the contraption to be set up. Smoke and fumes are vented out through pipes down the secret tunnel. Over to one side are a pair of cots, a cheap desk, and several other small furnishings and at least two of the bootleggers are always in here monitoring the still. Crated jugs of brew are piled near the tunnel entrance and each Friday are taken out to be delivered to the distributor.

The original furnace to the house is still here, but has been disconnected from air ducts by the bootleggers. It is a coal-burning type which still contains cinders from when it was used during the winter of 1918. A gun rack hanging on the north wall contains a 16-gauge double barrel shotgun and a 12-gauge single barrel shotgun, both of which are loaded. These are in addition to other weapons the bootleggers possess which are often left leaning against a wall and are not necessarily close at hand if intruders break in unexpectedly.

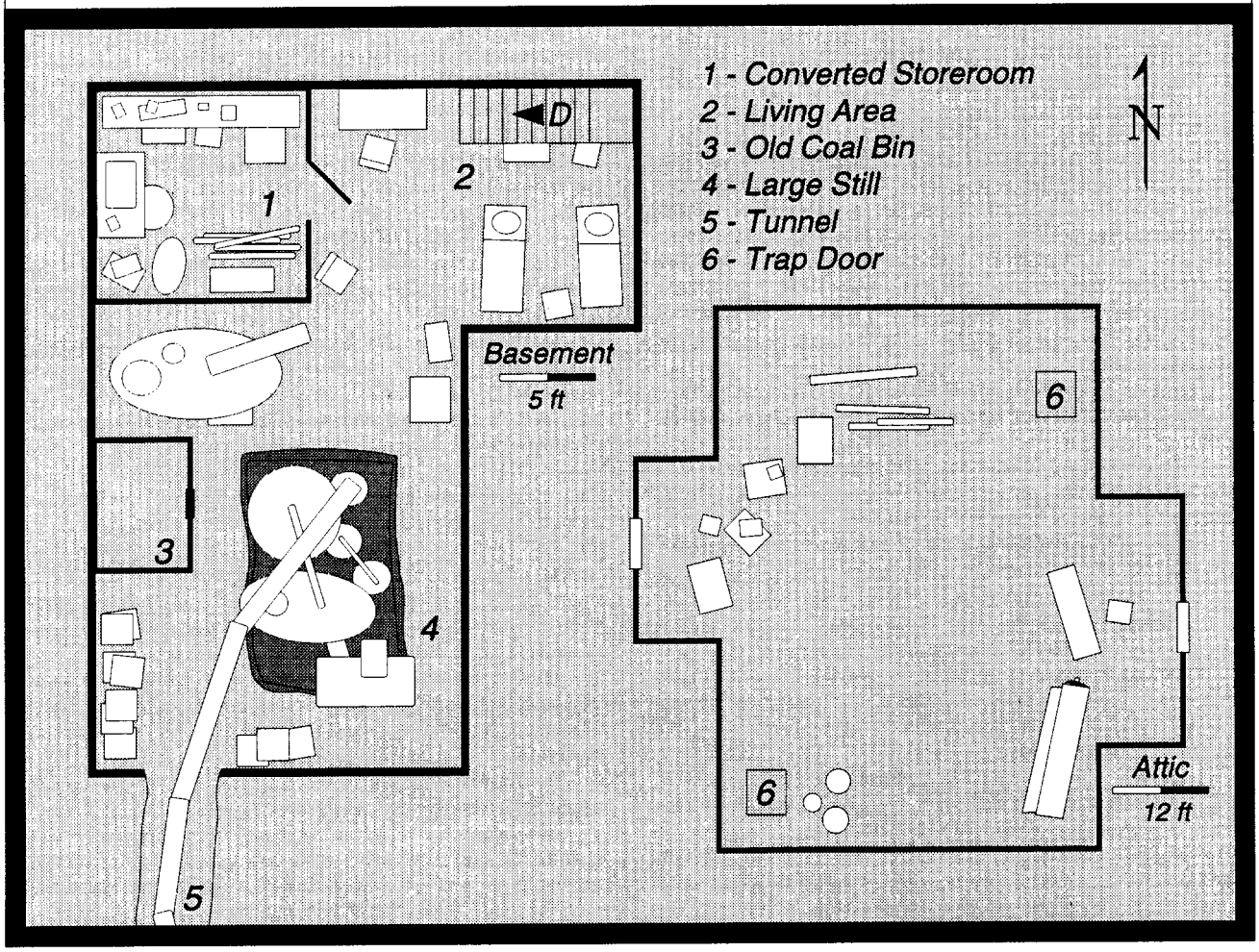
A set of wood stairs goes up to the first floor, but end at the boarded-up and plastered-over door in the kitchen. From this side, the door appears normal except that it is barred with an oak plank that has been nailed into place. The main room is lit by a pair of old carbide lanterns which hang from hooks in the ceiling. The bad guys also have access to several good 2-cell and 3-cell flashlights, a kerosene lantern, and miners' helmets with attached carbide lamps in the event they must chase intruders down the tunnel.

Near the stairs to the kitchen is a large electric fan which is powered by a small hand-crank generator set up nearby. It directs air up into a recently constructed duct which opens into the normal heating ducts that run throughout the house. Air can be run over a block of ice obtained from an insulated ice box under the stairs in order to give the breeze an unnatural chill. If desired, noise from a phonograph or even the voices of the bootleggers can be directed down the duct and thus can be heard faintly throughout the house.

Secret Tunnel: This crude brick-lined tunnel runs roughly straight and level to a nearby sewer tunnel underneath Franklin Avenue. The hole in the wall of the sewer tunnel is covered with a board coated with gray plaster. This serves to conceal it well, but anyone walking down the tunnel with a good light source will notice it if a Spot Hidden roll is successful with a 20% bonus to the roll.

Attic

The attic is one large space which is mostly empty except for a scattering of old furniture, rolled-up rugs and carpets, and crates and chests of dishes and linens. There is much water damage in here due to cracks, leaks, and holes in the roof. Birds have nested in here and mice and rats have set up residence in a couple old trunks of linens. The attic is otherwise not noteworthy.



General Information

The Osbrook house sits on a weed-choked, one-acre lot surrounded by a rotting wooden fence. Aside from the house, the lot is empty except for a couple dozen large oaks and elms. The house itself is a two-story stone building with a screened-in wooden porch. All ground floor windows are boarded-up and all outside doors are padlocked. Most (75%) of the second floor windows are boarded up and the rest are locked. There is no coal chute or basement window wells so there is no evidence from the exterior that a basement exists.

Entry into the structure is relatively easy for anyone possessing a crowbar or other instrument capable of prying boards loose or breaking locks. During the day, the front of the house is open to viewing by passersby on the street and people in neighboring houses. The rear is more secure, but neighbors may still be able to see investigators messing around in the back yard. At night, the area is generally quiet and unlit and intrusion is relatively easy. Those witnessing a break-in will call the police who can be expected to respond in 1D10+10 minutes, half that if the intruders are reported to have a firearm of some sort.

All areas in the house are dust-covered and cobweb-coated. Evidence of all sorts of vermin (rat droppings, squirrel nests, dead insects, etc.) can be observed everywhere. Anyone examining the house can tell it was once a fine residence. Rooms are generally large and ceilings are fifteen feet high. Windows are two-and-a-half feet wide and four feet high and most still have glass in them. All are locked and a few are nailed or painted shut. Since the bootleggers almost never enter the house except for the basement area, there is no evidence of recent human intrusion. The transient that recently was found in the house broke the lock on the front door and was found in the foyer. The police removed the body, searched the house, and replaced the lock. The search was cursory and little was disturbed other than the dust on the floor.

First Floor

Porch: This is a rotting wooden screened-in porch which runs along much of the front of the house. It was probably added after the house was constructed, but is nonetheless in poor condition. Several floorboards are missing and people walking in this area may have a leg or foot plunge through rotting boards into the darkness below (if a percentile roll is less than SIZx5), receiving 1D3 hit points damage. Just walking on these boards results in loud creaking that can be heard in adjacent yards and across the street.

Foyer: This area is empty except for a deteriorating throw rug. A large, gilded light fixture hangs from the ceiling near the door.

Stairs: These carpeted stairs ascend to the second floor and are safe to use, but creaky. Noise from people walking on these stairs can be clearly heard in the basement.

Living Room #1: Several pieces of fine furniture are in here, all of which are covered with dusty white sheets. The floor is carpeted and several paintings still hang on the walls.

Living Room #2: This room is much like the first one, but has a large fireplace in addition to the furnishings.

Dining Room: A large, rectangular dining table dominates this room. Three overturned chairs are also in here and a cobweb-coated crystal chandelier hangs from the center of the ceiling, but the room is otherwise empty.

Kitchen: This kitchen contains the standard accoutrements, but all are rather dated. The stove is a wood-burning type and the freezer is essentially an insulated box designed to store food on blocks of ice. Implements and utensils can still be found in cabinets and on shelves. This was where the Osbrooks' dog was found dead, though there are no longer any signs that it died here. The door opening onto a set of stairs descending to the basement has been boarded and plastered over by the bootleggers and no evidence of its existence can be found in the kitchen. The southern window is painted shut.

Pantry: Wood shelves line the walls of this closet-like room on which can be found canned food, much of which is no longer edible. A large, female raccoon has set up residence here having chewed her way through the wall into an air duct leading to the outside. She is raising a litter of young which make scratching and squealing noises much of the time (a successful Listen roll will detect this noise). If the mother is nearby and she perceives the nest is threatened, she will aggressively defend her turf. A bite from her may cause infection, but she is not rabid. Note that if the investigators are coming in here in a time of the year that young raccoons would no longer be in the nest, the mother will probably flee when confronted. The window is nailed shut.

Family Room: This room contains a few pieces of sheet-covered furniture and a large fireplace. A stuffed deer head and a large portrait of Everett and Amelia Osbrook hang on the north wall.

Lounge: Perhaps the least-formal room when the Osbrooks lived here, the lounge still has several hunting trophies hanging from the wood-panelled walls, a bear skin rug, an empty gun cabinet, and several pieces of large sheet-covered furniture.

Library: This room is now empty except for bookcases, which line the walls. The window is boarded up, but the glass is broken.

Sitting Room #1 and #2: Each of these rooms contains several chairs surrounding a coffee table, all of which are covered with sheets.

Bathrooms: The two bathrooms on the first floor contain the usual sanitary facilities, but no bathing facilities.

Broom Closet: A well-stocked broom closet. Typical items include a pail, mops, brooms, bottles of cleaning solutions, and boxes of soap, brushes, and sponges.

Closets: Closets vary in size, but most are empty or contain only a few coats and hats.

Second Floor

Corridor: This is a carpeted corridor linking the rooms of the second floor. Several pictures and photographs still hang on the walls.

Master Bedroom: The scene of the murders of the Osbrooks. The police removed the blood-soaked carpet, the chair in which Amelia was bound, and the blood-soaked mattress where Everett was killed. All of this was kept as evidence, but was later disposed of when active investigation of the case ceased. The bed and several other large pieces of furniture remain here including a chest of drawers and large mirror with gilded frame. The closet still contains some clothes and personal belongings though much is scattered on the floor. Rummaging around among these may provoke bites from mice that have nested within. The door to the master bathroom is warped shut. Forcing it open makes a lot of noise that may be heard in the basement area if the people there roll under 20% of their Listen skills.

Master Bathroom: This large bathroom contains the standard accoutrements, but expensive brass fixtures have been removed. The ceiling is cracked and leaks when it rains, which has caused the door to be warped shut.

Bedroom #1: Except for a bed and nightstand, this room is empty. Both windows are painted shut.

Bedroom #2: The floor of this room is warped and wavy due to water damage. The ceiling leaks during rainstorms which has aggravated the problem. A large stained carpet covers much of the floor, but the room is otherwise empty.

Bedroom #3: This bedroom is empty. Both windows to it are broken and covered with only a couple boards. Leaves and litter have blown in from outside and are scattered about the floor.

Bedroom #4: This room is completely empty.

Bedroom #5: The western windows of this large bedroom are both broken (by rocks thrown by local children over the years) and only a few boards remain over them. The room contains only a bed, armoire (empty), and two rickety chairs. In the ceiling of the closet of this room is a trap door. It opens into the attic, and anyone unlatching it and allowing it to swing down will have the rotting corpse of a dead rat fall down onto him or her.

Bedroom #6: This room is completely empty.

Study: Large bookcases line the walls of this room, but all are empty except for spider webs. In the center is a polished oak desk complete with brass desk lamp. A smattering of papers, pencils, and other mundane items are scattered within, but the desk has obviously been searched sometime in the distant past. One window is not boarded up though the glass is intact and it is nailed shut. A trap door is recessed into the ceiling near the southeast corner. It opens into the attic. A ladder is needed to reach it.

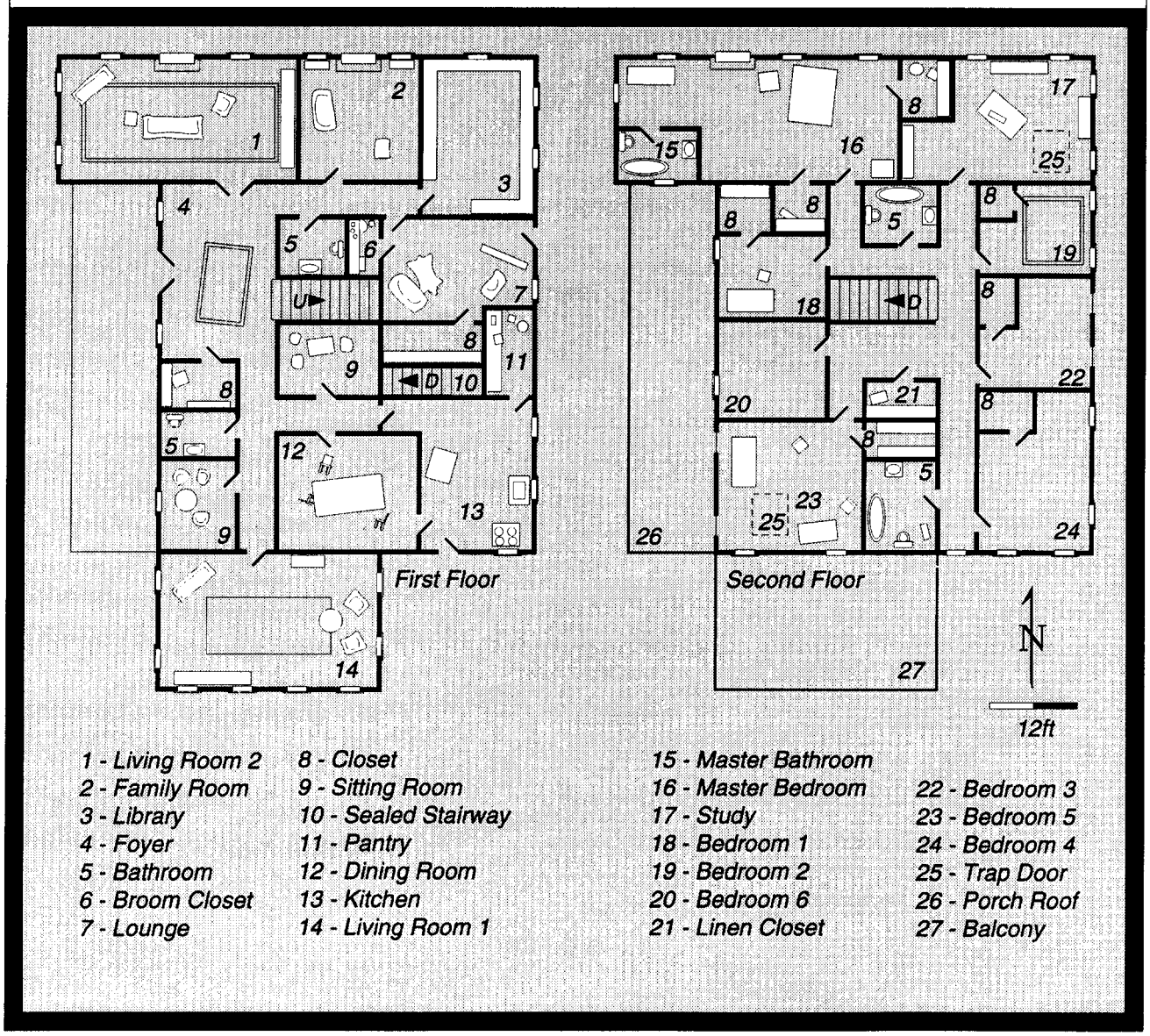
Linen Closet: This small closet has wooden shelves containing blankets, sheets, and other linens. The door's hinges are very squeaky.

Closets: Closets vary in size and are usually empty or contain only a few belongings.

Bathrooms: These tiled bathrooms contain complete sanitary and bathing facilities.

Porch Roof: This shingled roof cannot hold much weight and anyone walking or crawling on it will likely fall through (a percentile roll under SIZx5 indicates this has occurred). Damage from a fall is 1D4 from the splintering wood and 1D6 from the fall itself. A successful Jump roll will reduce the damage by 1D6 and prevent the victim from falling through the floor of the porch. Otherwise, the victim will also penetrate the floor of the porch and receive an additional 1D4+1 damage. Worse, if a second Jump roll or a Luck roll (the better of the two may be tried) is failed, the victim suffers from a bad sprain or a fractured limb.

Balcony: An iron railing runs along the perimeter of this balcony which is actually the roof of the wing forming Living Room #1 on the first floor. Normally, a person gets onto the balcony through one of the nearby windows. It is creaky, but safe to walk on.



DETWEILER

CHAPTER FIVE

Camden's Dark Twin

Regardless of the outcome of the festivities in New Jersey, the investigators will at some point check out Camden, New York if they become aware of its existence. Travelling to this small town is not difficult as long as it can be pinpointed on a map and directions can be obtained. A few telephone calls (perhaps to the Postal Service in or the Sheriff's Department of Oneida County where the town is) or other inquiries should solve the problem. Camden is located approximately nine miles north of Oneida Lake, thirty miles northwest of Utica, New York, and thirty miles northeast of Syracuse, New York. A train to Utica takes the better part of a day from Camden, New Jersey (due to multiple stops made enroute) and a little less from New York City. From there, the investigators must take an automobile over rough back roads, averaging twenty miles per hour at best. If they left Camden in the morning, they should not be surprised if they arrive in the evening hours. The cost of the train is $5.40 which does not include the cost of meals. A drive directly from New Jersey is almost unthinkable due to the lack of decent roads (there was no interstate highway system in the 1920s or 1930s) and would take days assuming no breakdown or accident occurs. Once they have arrived, the investigators will probably want to find lodgings. One small hotel, the Hometown Inn, is near the center of town and always has several vacancies. The meals there are quite good although the rooms are cramped.

Camden, NY is a close-knit town with 1,909 residents. The surrounding area is generally taken up by farms occupied by families who have lived here since before the Civil War. Woodlots are common and most undeveloped land is occupied by forest. Aside from the normal shops, cafes, and so on, the town has a three-man police department and a small volunteer fire department. Several large new grain silos, a rock quarry, a small leather goods factory, and a small mill can all be found near the town and provide employment.

The rock quarry and the land around it were purchased by agents for the cult and they now serve as the site for the construction of the airship. No one has yet taken any notice of the activities there, since the quarry is off the beaten track and the cultists have been careful to not attract attention. Documents on file at the county seat (Utica) list the owner of the land to be Wiley & Richter, a small land development company operating since 1920. It was actually founded by the cult and serves as a front, though it still is a legitimate business that does work unrelated to the current project.

Investigators who do more than just pass through Camden will find it to be a sleepy community where people live decent lives and raise their families in peace. It is the kind of place where few lock their doors at night and where the main source of amusement seems to be watching the grass grow. Nothing in the way of investigation should turn up anything in the way of clues. However, if the group lacks subtlety, they may alert cultists who do monitor the town for signs of public knowledge of the cult activities. In most cases, the group will avoid notice, but if they are overt, they may become targets of cult reprisals.

Wiley & Richter

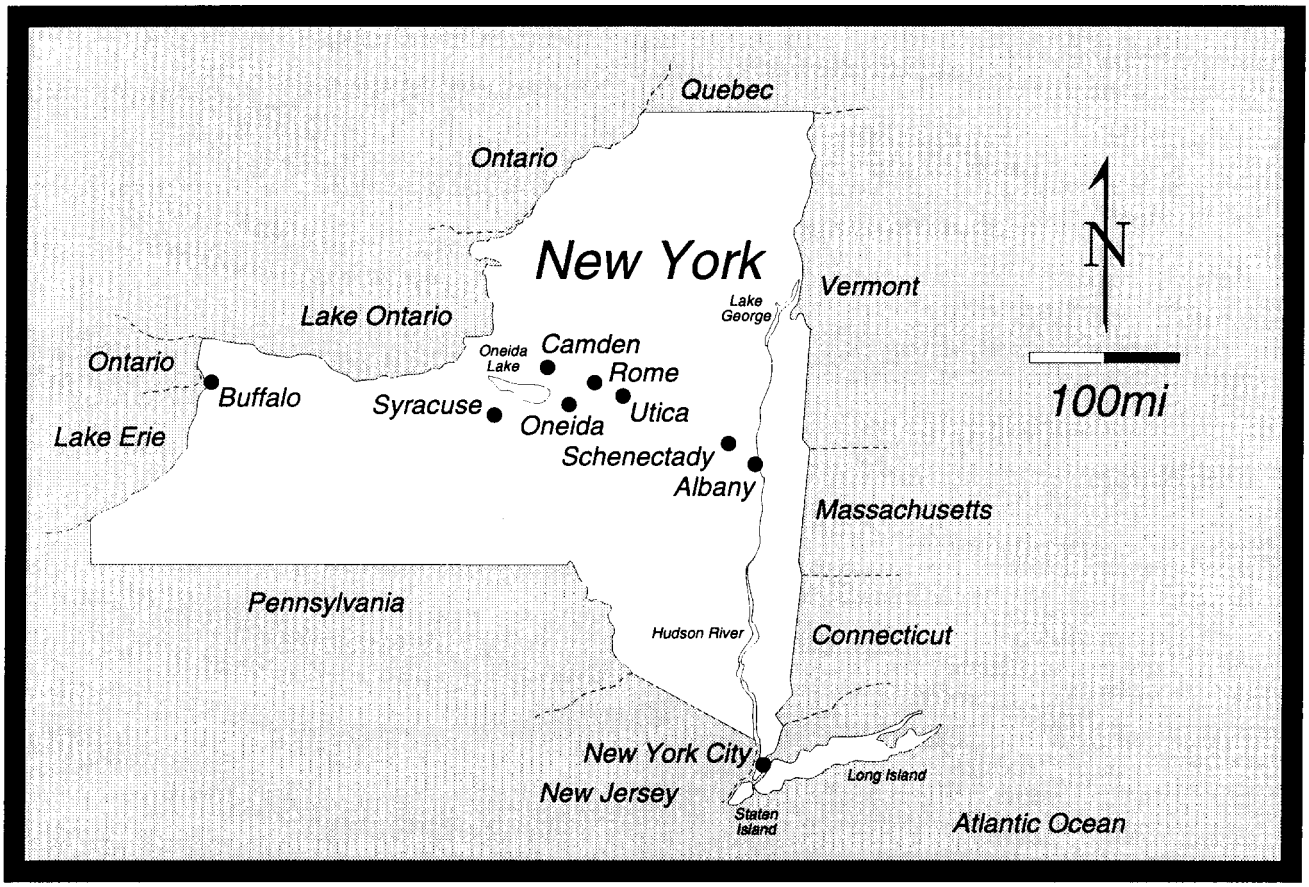
Should the investigators find out about Wiley & Richter, they may check the pair out at any point during the investigation. Records available at the county seat and in Albany show the company is owned and operated by Gilbert Wiley and Gordon Richter, both of whom live in New York City. The company's headquarters are also there. Little can be found on these two cultists since their lives prior to now have not been worthy of note. Neither has a criminal record or a formal education beyond high school.

Nevertheless, the company has been a success, having speculated in land all over the state and built or renovated several buildings. It is likely that the quarry near Camden is a mere speculative project, though why they would purchase an abandoned quarry is a mystery. The quarry itself would require a fairly substantial outlay of cash to be brought back into operation and its location makes this a financially unwise maneuver.

Interviewing the two businessmen is possible as long as appointments are made at their office in New York City. The office is on the fifth floor of an eight-story building in the central business district. During the day, it is occupied by a secretary and one or two file clerks and perhaps one or both of the proprietors. At night, it is securely locked and the building is patrolled by an armed security guard.

Most likely, any interview conducted will occur in Richter's office. Visitors are greeted by the personable Richter who is good at putting people at ease and making them feel welcome. Wiley is more of the quiet type, but if he is not busy he may be present for the interview.

General questions about the company will be politely



and completely answered, but questions about any specific business venture, including the quarry, will be avoided on the grounds that these are still in a sensitive legal state. At best, they will admit to ownership of the land and say it was purchased with an eye to future exploitation. If confronted with information about structures in the quarry, they will say it is a private matter which is not of public interest and none of the investigators' business. As usual, if at any time the investigators become rude, strange, or belligerent or behave poorly, they will be asked to leave.

If the financial records of the company can be obtained, it is evident that its current status is still stable, but is under some pressure due to the Depression. An in-depth analysis (requiring a successful Accounting roll) shows there is an unexplained drain on finances. The drain has been due to funds devoted to the airship, but if confronted, Wiley will say he is being blackmailed by an unknown individual who has been "collecting sensitive information" about him. This lie cannot be confirmed and is an attempt to throw investigators off the track. If the situation permits, he could even try to hire some of the investigators and send them on a wild goose chase after an unknown blackmailer who supposedly is contacting him from Boston.

Wiley & Richter's Office

The investigators will certainly press for more information on Wiley & Richter if they suspect nefarious dealings. Breaking into the office at night is one obvious option. The file room contains reasonably complete company records including personnel files, tax records, deeds, insurance papers, and inventories. The personnel records show that the company employs two secretaries, two part time file clerks who also serve as messengers and "gophers," and an attorney named Felix Barlow. None of these people are cultists though Barlow may appear suspicious. Not only does he have a shady reputation, but he is currently having an affair with Gordon Richter's wife, Margaret. More on Barlow and Margaret Richter is given in the NPC list. The other documents in the files provide little valuable information though the deed to the Camden quarry is here.

Note that all files are locked in strong steel file cabinets (STR 9 each) that can be pried open with some effort, but will cause noise in the process. This could attract the attention of the building's guard who may call police (a group Luck roll is appropriate) before checking the situation out. If the guard doesn't hear the intruders, they have free reign over the office all night long.

Wiley & Richter's Homes

The next potential tactic is to check out the residences of Wiley and Richter. Wiley lives alone in a four-room apartment (bedroom, kitchen, living area, bathroom) four blocks

from the office. Nothing incriminating can be found in his residence nor is there much of value or interest. Wiley often walks to a nearby market for groceries, but he does own a 1928 Ford Model A sedan that is parked out front when he is home. His neighbors know him only as being a quiet but considerate man who does nothing to annoy them. On the other hand, few have had any sort of lengthy conversation with him and most know little about him. Gordon Richter and his family sometimes stop by, but few others visit.

More can be found at Richter's house. It is a two-story brick townhouse ten blocks from the office. Those watching the house or researching Richter will find that Gordon lives there with his wife, Margaret, and his son, Matthew.

Gordon is out of town several days each month on routine, non-cult-related business. On these days, the house often has a special nighttime visitor, Felix Barlow. Barlow's relationship with Margaret Richter has already been mentioned. So far, neither Gordon nor his son, Matthew, are aware of Barlow's nocturnal activities. The investigators may be shocked to see a mysterious man clad in a trenchcoat slipping into the house through an unlocked back door or rear window. Not knowing his true identity or reason for being there, the investigators will have to make some important decisions on what to do or what not to do. In a worst-case scenario, Barlow could be sneaking into the house after the investigators have already broken in. A coward at heart, Barlow will flee confrontation in an attempt to protect his identity and prevent the relationship with Mrs. Richter from becoming public knowledge.

In the event the investigators do manage to break into the residence, Gordon's study contains some clues. The locked middle desk drawer has a small address book in it. This book contains the current addresses of Theodore Bryant and a few other cultists as well as Gilbert Wiley and Felix Barlow. Among other papers in this drawer are letters from Theodore Bryant and Marvin Darling, the leader of the New York project. It is evident that Richter is a link between these two cult leaders and provides both assistance. The letters provide no information of value in themselves, but can serve as evidence in a court of law documenting the pilfering of materials from the Camden airship construction project. The bottom desk drawer contains a loaded .38 revolver and an open box of twenty eight cartridges. More importantly, a single-barrel, 16-gauge shotgun hangs above the door and may be used by a family member or even Felix Barlow to defend themselves. While it is not loaded, a box of cartridges (birdshot, half damage per hit) is on a nearby shelf among other knick-knacks. When he is home, Gordon's brand new Studebaker sedan is parked on the street nearby.

The Quarry

The rock quarry in which the airship is being built was

The Camden Quarry

Perimeter: The rim of the quarry has no fence or other structure along it, but armed two-man patrols routinely walk along it at all hours of the day and night. Observers who manage to avoid the guards and hide in the weeds near the rim can observe much of what goes on in the quarry, but the patrols are fairly vigilant and some are accompanied by aggressive dogs.

The Gate: Short of climbing down the quarry walls, there is only one way into and out of the secret base — the slope at the south end of the quarry. At the top of the slope is a new barbed wire fence with a gate in it. Two light poles are at this fence, which is always guarded by two to four heavily armed men.

The Hangar: This large airship hangar is easily seen by observers on the rim or by anyone overflying the base, but cannot be seen from ground level outside the quarry. Within is a partially-completed airship which is crawling with workers much of the day. The framework of the ship is complete and the outer envelope is now being attached. The name *Death-Walker* is stenciled on the port bow in twenty-inch-high black letters. The canvas on the starboard bow has not yet been attached. Only three of the five engines have been installed, with the other two still on large sawhorses on the floor below. Hydrogen cylinders, gasoline drums, and supplies within the hangar make this structure a very volatile place.

The Generator Building: This corrugated steel building contains a large gasoline-powered generator that provides electricity to the entire base. A small fuel dump is located near this building. It consists of two to three dozen steel drums of gasoline covered by tarpaulins.

Warehouse: A two-story wood structure with windows only on the upper floor. In front is a large pair of doors with a block and tackle overhanging them. All kinds of supplies and equipment can be found within. An office in the back of the building contains locked file cabinets that have complete, up-to-date inventories of the contents of this building.

Administration Building: This single-story wood structure contains several offices, storerooms, and file rooms and bustles with activity much of the time. Within can be found the office of Marvin Darling, the local cult leader who supervises the construction of the airship. Behind a small bookcase is a steel wall safe with a combination lock. The safe contains navigational charts and other documents indicating the dirigible's course, flight plan, supply plan, crew roster, and important dates. Darling has the safe's combination (12-21-30) in his possession written on the back of a Wiley & Richter business card.

Barrack Buildings: There are six of these single-story wood structures, each of which has spartan, dormitory-style living quarters for two dozen people.

Communal Building: This large, single-story wood building contains the base's mess hall, kitchen, lounge, and shower facilities as well as storerooms and a recreation room (billiards, darts, poker, etc.).

Radio Shack: This corrugated steel shack contains a powerful transceiver, but is not hooked up to a power source or antenna. The plan is for a large radio mast to be erected in the days immediately prior to the launching of the airship so the base can remain in contact with the ship as it proceeds on its mission. The shack is locked with a large padlock.

Cave: In the side of the quarry is a small man-made cave which contains crated supplies and an emergency generator. This generator must be manually started if the main generator fails.

Light Poles: Two dozen of these ten-foot-high light poles are scattered about the quarry and each illuminates a twenty foot radius. Lights are also mounted above all doorways.

Water Tower: This is an ordinary steel water tower which is refilled weekly with water brought in by truck. It furnishes water to all buildings. A guard is often posted on it armed with a high powered rifle with 2.0 power telescopic sight and a pair of good binoculars. This affords him an excellent view of most of the base. However, the tower does not project above the lip of the quarry, and observers on the rim who are careful are not likely to be spotted by this guard.

Guard Building: This small, brick structure contains an office, small armory, storeroom, and even a holding cell capable of holding two prisoners. The armory is locked with two padlocks and the door is a heavy-duty design resistant to axes and hammers (STR 23). In locked racks are forty war-surplus Springfield M1903 .30-06 bolt-action rifles, twelve Winchester M1897 12-gauge pump-action riot shotguns, cans of ammunition, and a couple crates of accessories including cleaning kits and a few telescopic sights. One or two guards plus a supervisor are usually in the office doing paperwork, conversing, playing poker, or whatever.

Shed: Four wooden sheds containing miscellaneous materials and equipment are scattered about the quarry floor.

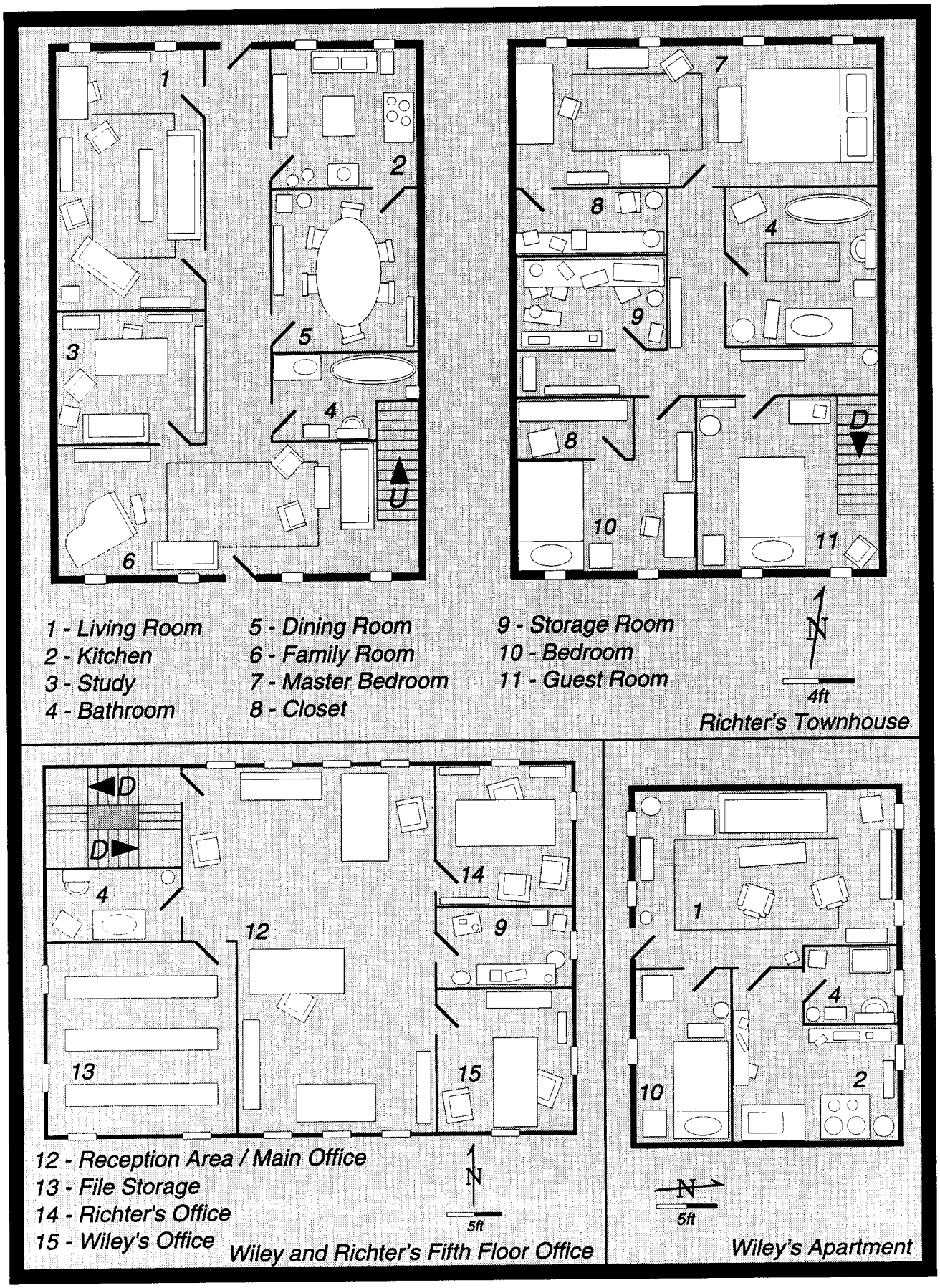
Motor Pool: Six to twelve vehicles are parked here. These are in addition to several others parked in other areas of the quarry.

Airship Mooring Tower: This is a standard mooring tower. During times of danger or suspected danger, a sharpshooter with a high-powered rifle may be placed up here.

Coolant Building: Located next to the pond, this single-story, windowless concrete building has pipes and cables leading from outlets in one wall into the pond. The noise of an operating generator can be heard by those walking nearby. Within can be found a medium-size generator and a heavy-duty refrigeration unit. This unit runs coolant into the pond thus chilling the water to fifty or so degrees Fahrenheit. The generator is used exclusively to power the cooling unit. The building has a heavy duty door (STR 16) with a dead bolt lock and two padlocks. The consequences of shutting down or destroying the refrigeration unit are described below.

Pond: One hundred feet in diameter, this is a man-made, water-filled pit that is fifty feet deep at its deepest point. The water is clean and clear. Coolant pipes and cables run from the nearby building into the water, chilling its depths to between forty and fifty degrees. This allows a recently introduced resident to survive for a prolonged time. The tenant of the pond is a walrus *tupilak* created by an Inuit shaman from Greenland named Ataq who now lives at the base. If the water's temperature increases above 55° or so, the enraged resident will emerge and cause a lot of damage unless restrained by Ataq.

N
Contour lines equal 30ft
125 ft
1 - Quarry Rim
2 - Shed
3 - Cave
4 - Warehouse
5 - Administration Building
6 - Barracks
7 - Generator Building
8 - Pond / Coolant Building
9 - Airship Hanger
10 - Mooring Mast
11 - Radio Shack
12 - Communal Building
13 - Guard Building
14 - Motorpool
15 - Gate/Access Road
- Light Pole


1
2
3
4
5
6
U
7
8
9
10
11
D
1 - Living Room
2 - Kitchen
3 - Study
4 - Bathroom
5 - Dining Room
6 - Family Room
7 - Master Bedroom
8 - Closet
9 - Storage Room
10 - Bedroom
11 - Guest Room
N
4ft
Richter's Townhouse
D
D
4
12
14
9
13
15
12 - Reception Area / Main Office
13 - File Storage
14 - Richter's Office
15 - Wiley's Office
N
5ft
Wiley and Richter's Fifth Floor Office
1
4
10
2
N
5ft
Wiley's Apartment

operated for several years in the 1890s, and prior to its purchase by the cult was owned by the estate of the late Ronald Gearing, a wealthy New York land owner. He died early in 1925 and his holdings were sold off gradually over a two-year period. Wiley & Richter obtained the quarry for less than $1000 and the land around it for only a little more. Prior to 1925, the quarry was essentially a large hole in the ground with a large pond in the center bordered by sheer, man-made bluffs. The south side has a gradual slope to it allowing access by trucks and wagons. Several old sheds are situated in woods outside the south end of the quarry and these date back to the 1890s. All are empty, but most are reasonably sturdy though unable to withstand a lot of punishment. Two could be blown down in harsh weather, but the other three are reasonably safe to occupy.

The overgrown road to the quarry was cleared when the cult occupied the land and since then, the interior of the quarry has been secretly built up. The area around it is relatively untouched and most traffic into and out of the quarry occurs at night. These and other measures have kept local residents blissfully ignorant of the activities of the cult.

Ataq & Marvin Darling

Ataq is a quiet, unassuming shaman who is perhaps one of Ithaqua's most devoted followers. He is so devoted that he relocated from Greenland to New York in order to assist the plan here. His primary duty is to help maintain the security of the quarry using various rituals and the *tupilak*. He is further detailed in the NPC list.

Darling is the leader of the New York project. He is a down-to-earth person who has no problem associating with people of diverse backgrounds despite his upper class upbringing. As a researcher for a New York City law firm he acquired good administrative skills which he now applies to the project. He constantly roams the quarry overseeing every aspect of the project in an active but non-abrasive manner. His approach to leadership has made him popular among the workers and he has made excellent progress in constructing the airship, overcoming various pressures (including a chronic supply shortage). Were it not for his knowledge of law and administrative skills, the operations in the quarry would long ago have been revealed.

Stats

Gilbert Wiley, businessman and cultist
Nationality: American

STR	10	DEX	9	INT	15	CON	11
APP	16	POW	10	SIZ	10	EDU	12
SAN	0	Luck	50	HP	11	Age	34

Damage Bonus: +0
First Appears: New York City, New York
Education: high school
Skills: Accounting 44%, Bargain 40%, Credit Rating 25%, Cthulhu Mythos 11%, Fast Talk 50%, Law 21%, Listen 42%, Occult 30%, Persuade 45%, Psychology 20%, Spot Hidden 31%
Languages: English 84%
Attacks: none above base skill
Spells: none
Notes: Gilbert is a handsome but quiet man who has excellent bookkeeping skills despite a lack of higher education. He is the junior partner in Wiley & Richter and is responsible for much of the administrative and accounting aspects of the company. His neighbors know little about him and he lacks a social life, devoting most of his energy to the business and to Ithaqua. He maintains a modest lifestyle and squirrels most of his earnings away in jars buried in a garden behind his apartment.

Gordon Richter, businessman and cultist
Nationality: American

STR	13	DEX	15	INT	13	CON	12
APP	12	POW	13	SIZ	13	EDU	14
SAN	0	Luck	65	HP	13	Age	41

Damage Bonus: +1D4
First Appears: New York City, New York
Education: high school
Skills: Accounting 35%, Bargain 56%, Climb 45%, Credit Rating 55%, Cthulhu Mythos 13%, Fast Talk 67%, Jump 30%, Law 22%, Listen 50%, Occult 33%, Persuade 70%, Psychology 51%, Spot Hidden 54%, Swim 52%
Languages: English 84%
Attacks:
Handgun Attack 25%, 1D10 damage (.38 revolver in Richter home's study desk)
Shotgun Attack 41%, 2D6+2/1D6+1/1D4 damage (16-gauge shotgun in Richter home's study)
Spells: none
Notes: Gordon is a self-made man who has little formal education, but has still succeeded in building and operating a business, albeit with cult help. He is the senior partner and has used his earnings to

maintain a comfortable lifestyle for him and his family. Among his many duties are acting as a representative for the company and purchasing and developing properties. These duties force him to leave town several days each month, allowing his wife to maintain an illicit relationship with Felix Barlow. Every so often he also leaves town to hunt quail and waterfowl, but this happens only once or twice annually.

Margaret Aames Richter, wife and adulteress
Nationality: American

STR	7	DEX	14	INT	14	CON	11
APP	12	POW	12	SIZ	9	EDU	12
SAN	51	Luck	60	HP	10	Age	47

Damage Penalty: -1D4
First Appears: New York City, New York
Education: high school
Skills: Cooking 67%, Fast Talk 91%, First Aid 36%, Hide 41%, Listen 71%, Persuade 55%, Psychology 22%, Sneak 62%, Spot Hidden 69%, Swim 30%
Languages: English 70%
Attacks: none above base skill
Notes: Publicly, Margaret Richter is the dutiful wife and mother. She attends all the appropriate society functions and raises her son, Matthew. While her husband is away, however, she secretly has an affair with a local attorney named Felix Barlow. The latter may prove to be an unwelcome complication for the investigators. Unlike her husband, she is not a cultist and knows nothing of her husband's secret activities. Even if she did become aware of Gordon's devotion to Ithaqua, she wouldn't really care as long as he keeps bringing in the bucks.

Matthew Steven Richter, myopic son
Nationality: American

STR	10	DEX	11	INT	15	CON	12
APP	11	POW	10	SIZ	12	EDU	12
SAN	48	Luck	50	HP	12	Age	17

Damage Bonus: +0
First Appears: New York City, New York
Education: high school
Skills: Biology 10%, Fast Talk 36%, First Aid 40%, Geology 10%, History 36%, Law 16%, Library Use 40%, Listen 68%, Navigate 21%, Persuade 40%, Psychology 11%, Sketch/Draw 30%
Languages: English 70%, French 40%
Attacks: none above base skill
Notes: Matthew Richter was recently accepted into the University of Virginia where he intends to study history or law. A bookish young man, he is a good student who shows much promise and will be the first in his family to have ever attended college. He is severely limited by nearsightedness. His 20/800 vision is corrected only to 20/200 with glasses. While reading is not a problem for him, it is difficult to distinguish details at anything beyond a short distance. He can see a person standing on a street corner a block away, but would not be able to determine if the blur is a police officer or an axe-wielding ghoul in a trenchcoat. Without his glasses, he might not even notice the aforementioned individual. Matthew is still unaware of his mother's after-hours festivities nor is he aware of his father's devotion to Ithaqua. If he detects intruders, however, he may confront them armed with a baseball bat or brass candlestick, though he has only base skill with such weapons.

Felix Barlow, hormonal attorney
Nationality: American

STR	13	DEX	14	INT	14	CON	12
APP	12	POW	16	SIZ	14	EDU	17
SAN	70	Luck	80	HP	13	Age	49

Damage Bonus: +1D4
First Appears: New York City, New York
Education: J.D. from Ohio State University
Skills: Accounting 47%, Bargain 61%, Credit Rating 40%, Drive Automobile 30%, Fast Talk 71%, Flee in Terror 90%, Flee with Pants Down (in Terror) 70%, Hide 49%, History 50%, Law 51%, Library Use 52%, Listen 53%, Persuade 72%, Psychology 54%, Ride 26%, Sneak 72%, Spot Hidden 50%, Swim 30%
Languages: English 93%, French 32%, Greek 21%, Latin 32%
Attacks: none above base skill
Notes: Felix is a prosperous New York City attorney who has a special, secret relationship with Margaret Richter. He has become adept at slipping into the back door or rear window of the Richter house during the wee hours of the morning when Gordon Richter is out of town or working late. Felix will generally hide or flee from intruders in the house unless cornered. In this case, he may use Gordon's shotgun that hangs in the study if he can get to it and figure out how to use it. While no one in the neighborhood yet suspects the relationship between Felix and Margaret, it is probably only a matter of time before Matthew becomes aware of the situation.

Ataq, Inuit shaman and cultist
Nationality: Inuit

STR	12	DEX	15	INT	14	CON	17
APP	10	POW	18	SIZ	12	EDU	9
SAN	0	Luck	90	HP	15	Age	45

Damage Bonus: +0
First Appears: Camden, New York
Education: no formal education
Skills: Astronomy 15%, Bargain 20%, Boating 33%, Climb 61%, Conceal 43%, Cthulhu Mythos 27%, Dodge 40%, Drive Sled/Sledge 60%, Fast Talk 30%, Hide 44%, Listen 50%, Natural History 47%, Land Navigation 51%, Inuit Occult 70%, Persuade 25%, Sneak 60%, Spot Hidden 75%, Swim 65%, Track 30%, Woodcraft 29%
Attacks:
Fighting Knife Attack 54%, 1D4+2 damage (large hunting knife)
Spear Attack 39%, 1D6 damage (hunting/fishing spear)
Shotgun Attack 31%, 2D6/1D6/1D3 damage (20-gauge double barrel shotgun)
Spells: all Inuit magic in the Resources section and all the rituals there as well
Notes: Ataq is an Inuit shaman from Greenland that controls the *tupilak* hidden in the quarry's pond. He is otherwise unconcerned with events in the area outside the security of the airship. Thus he harbors no desire to control the cult in the area and focuses on promoting the ultimate plan of the cult.

Marvin Darling, leader of the cult operations near Camden, NY
Nationality: American

STR	14	DEX	10	INT	14	CON	12
APP	11	POW	16	SIZ	12	EDU	14
SAN	0	Luck	80	HP	12	Age	32

Damage Bonus: +1D4
First Appears: Camden, New York
Education: B.A. in Accounting from DePauw University
Skills: Accounting 56%, Bargain 45%, Credit Rating 37%, Cthulhu Mythos 23%, Drive Automobile 27%, Fast Talk 50%, History 30%, Law 36%, Listen 36%, Occult 28%, Persuade 46%, Play Violin 45%, Spot Hidden 41%
Languages: English 77%, Latin 12%
Attacks:
Fist/Punch Attack 77%, 1D3+db damage
Fist/Punch Parry 51%
Grapple Attack 42%, special damage
Spells: Call/Dismiss Ithaqua, Chill of the Wendigo, Mindblast, Nightmare, Shrivelling, Voorish Sign, plus all rituals in the Resources section
Notes: In his spare time, Marvin is a skilled pugilist, but his main passion is Ithaqua. He is an able administrator who used to work as a researcher for the prominent New York law firm of Dewey, Cheatum, and Howe. Except for his unusual religious beliefs and practices, Darling is a likable individual who demonstrates class and good breeding. When not in his office or his quarters in one of the barracks, he can be found roaming the base making sure everything is in order. Not surprisingly, much of his attention is devoted to the hangar's contents, but maintaining the flow of supplies is also a major concern. Were it not for his knowledge of law and his competent administrating of the operation, the cult base would have long ago become either public knowledge or at the very least the subject of much local gossip.

The Walrus *tupilak*

STR	20	DEX	7	INT	5	CON	21
POW	12	SIZ	24	HP	23	Move	6
DB	+2D6						

Attacks:
Trample Attack 25%, 1D8+db damage
Tusk Attack 25%, 1D8+db damage
Armor: none, but all physical attacks do minimum damage
Special: If killed, the slayer must make a Luck roll. If it is failed, the spirit in the *tupilak* was of superior power and is dangerous to kill. The slayer must make a CON resistance roll versus a poison potency equal to the POW of the spirit involved. If it is failed, the victim suffers from a permanent, crippling paralysis and loses 75% of his/her STR.
SAN loss: 0/1D4

DETWILER

CHAPTER SIX

The Flight North

There are several methods available to the investigators for reaching the North Pole by the prescribed time. Stowing away aboard the *Camden*, joining the *Camden*'s crew, stealing another cult airship, and mounting an independent expedition are the main options. Except for the latter two, in each case a flight to the North Pole will be uneventful and marked by strangely good weather (Ithaqua's influence). The only variable in any of these flights is the actions of investigators, which could cause disaster.

Mounting an Expedition

One excellent option for the investigators is to mount their own expedition. On the surface it will appear that there is insufficient time to assemble a crew, build an airship or acquire aircraft, and obtain funding, but the task is not really that difficult. Survivors of *The Dead Of Winter* may (with a successful Knowledge or Idea roll, both may be tried) remember that the University of Toronto (with the support of the Canadian government) is still involved in Arctic research and exploration. Their old base camp has been occupied by a new group of scientists and still operates. The logical course is for them to check back with the University to see what sort of options there are. Those penetrating the bureaucracy (not a particularly difficult task for those with proper scholastic or scientific credentials) can obtain a meeting with Dr. Charles Reming.

Dr. Reming is an influential member of the University's administration and oversees its Arctic involvement. Members of the first King William Island expedition may have met him in June, 1929 when they returned from the far north although he was not in a position of power at that time. He is not a cultist, but is a scientist with an adventurous nature. If the investigators express an interest in mounting an expedition to the North Pole using aircraft or airships, he will be receptive to their arguments, particularly if they intend to give credit to the University and wave the Canadian flag. Reming is, after all, a patriotic Canadian citizen who is susceptible to idealistic arguments.

Assembling a few suitable aircraft is possible, but an airship is the better option due to the amount of equipment and supplies that may be required. Two or three used Ford 4-AT Trimotors (maximum speed 130 mph, range 1,140 miles, room for two crew and fourteen passengers or equivalent amount of cargo) can be purchased and modified for polar flight for less than $15,000, but supplies and equipment cost even more. The aircraft alone will require massive modifications (increased fuel tankage, winterizing engines, etc.).

An airship is an entirely different matter. The main problem is obtaining one in time for the December, 1930 departure date. Reming has the answer. After the *Italia* disaster in 1928 that resulted in the disgrace of Umberto Nobile (the Italian airship designer who commanded that expedition), an unnamed N-class semi-rigid airship that was in an advance stage of production was purchased from Nobile by the Canadian government at a cut-rate price (in reality this didn't happen, but such craft *were* exported by Italy during the late 1920s). The disassembled craft was shipped to Ottawa and has since sat in storage for lack of funding and interest. The investigators with Reming's help can acquire this airship which will likely be christened *Toronto*. Needless to say, if the investigators are eloquent and have a good argument, not only can the airship be obtained, but also the sponsorship of the University and the Canadian government.

In the unlikely event the investigators choose to ignore their connections in the University, the airship can still be obtained from the Canadian government and could even be purchased for a nominal amount ($50,000 or so depending on the result of a Bargain skill roll). It is a medium-size semi-rigid design which requires some fairly extensive work at an appropriate facility. Some parts have deteriorated in storage and require refurbishment or replacement. The ship could turn out to be a money pit if handled privately, especially if money is mismanaged and inadequate professional help is obtained. Statistics on it can be found in the Resources section on page 32.

If the investigators are on their own and cannot afford an airship, they may still be able to afford the already-mentioned airplanes if they are willing to pool their life savings or perhaps take out some loans (Credit Rating is vital here). Note that if the investigators request the project be secret, this is possible, but the University will insist the expedition be publicized once it has been completed.

Assuming the investigators become part of a University/government-sponsored expedition, the ship will be efficiently and competently brought into a state of operation sufficient for the group's needs. Note that to bring the craft into operation, at least three months of work on it are

The Camden Option

So far, it has been assumed that the investigators are flying from Toronto to the North Pole with a stopover at the base camp near King William Island. If they are part of the crew of the *Camden* or choose to use the same route as the *Camden*, they will end up flying to Spitsbergen. More on this desolate place is provided below, but a flight from there will not come anywhere near Bathurst Island and will be uneventful.

Spitsbergen

Owned by Norway and now called Svalbard, this island group has played a great part in Arctic exploration. First occupied in the 1890s when coal mining began there, by the 1920s, they became important in Arctic exploration. The first aircraft to fly over the North Pole (piloted by the Americans Richard Byrd and Floyd Bennett) as well as Umberto Nobile's *Italia* and Roald Amundsen's *Norge* began there. The islands have only a few inhabitants and the harbor has room for only one ship to dock at a time. An airship mooring mast is near the harbor and most inhabitants can be found living nearby. An airship hanger is also present, but is only large enough to handle semi-rigid airships.

Because of the *Camden*'s flight, the Norwegian government has agreed to refurbish the mooring mast which has sat unused and ignored since the *Italia* departed in 1928. If a second airship is expected (probably the *Toronto* crewed by our adventurous investigators), a second mooring tower can be built. Visitors in December of 1930 will find that there has been an influx of people in response to the *Camden* and possibly the *Toronto* should the investigators choose to fly a route through Spitsbergen rather than directly north past King William Island.

In addition to journalists and foreign observers, Norwegian soldiers are on site to assist the airship(s) in mooring and maintenance. Two Norwegian Navy seaplanes (German-built Dornier Do 15 *Wal* seaplanes) lie at anchor in the harbor along with a Finnish government icebreaker, *Jaakarhu*. These aircraft as well as the ship are here to assist in the rescue of an airship in distress. The Do 15s are four seat, twin-engine monoplanes each capable of a maximum speed of 137 mph (118 mph cruising). Each has a range of 1,367 miles. They are central-hull seaplanes that cannot land on ice. In the event of a crash on pack ice, survivors would be dependent on the icebreaker to rescue them, though the Do 15s could find them and drop supplies by parachute. Otherwise, more ships and aircraft would have to be brought in.

required and if the investigators have been sluggish throughout the campaign, there may be insufficient time to ready it. All able-bodied investigators are welcome to join in the flight to the pole (which will probably become an informal race with the *Camden* covered by hundreds of newspapers worldwide unless secrecy is maintained) and the Keeper should introduce enough NPCs of his or her own creation in order to adequately crew the craft. The launch date may be influenced by the investigators, but unless they are paying for the expedition, the final decision lies with the University and thus with the Keeper.

The Flight

The initial flight consists of a shakedown cruise to the base camp near King William Island which is described in *The Dead Of Winter*. If necessary, a mooring mast has been added to the facilities there and landing can be accomplished with relative ease. The Keeper should feel free to unnerve the investigators with inclement weather during this leg of the journey, but there should no real danger to the craft or the investigators unless they are incompetent or reckless. The subsequent flight north will occur in strangely calm weather which has been influenced throughout the region by Ithaqua.

However, landing at the base camp itself can be a problem. First, if the Gnoph-Keh or the Blue Seal clan are still on the loose, there could be an incident, but the details of this are left up to the Keeper. Worse, if a Child of the Wendigo was created during the Prologue, it can be assumed that it has recently rampaged through the camp and has killed everyone. It will wait in the area, perhaps concealed within a building, and when the airship lands (with difficulty since a ground crew will have to be lowered from the airship to the camp in order to facilitate the landing; the process of lowering people is *very* hazardous), it will again hunt people. This reveals one advantage of using aircraft. They are easier and safer to land and less vulnerable while doing it. The Child cannot be negotiated with or reasoned with. It will simply kill as many people as it can and can do a lot of damage if it somehow gets loose on the airship.

Once the investigators have overcome any obstacles at the base camp, they may continue on after a short layover. The flight north through the dark Arctic skies is remarkably smooth and navigation is relatively easy since many stars can be seen despite patchy clouds. The entire scene is shrouded in twilight with the only light being that of the moon and stars. The craft gradually eats up the miles to the pole at a speed ranging between fifty and sixty miles per hour for an airship or one hundred miles per hour for Ford Trimotors.

A Discovery

The flight is uneventful unless those on watch when (if) it overflies Bathurst Island (see map on p. 12) make successful Spot Hidden rolls. Perched high atop an ice floe near the island's center are two dark objects that must be fairly sizable. They look odd somehow and those who read the journal of Seaman Jones or the documents hidden in the cairn on King William Island in *The Dead Of Winter* may suspect these objects are the long lost *Erebus* and *Terror* from the Franklin Expedition. Flying lower to investigate, the crew of the craft will see an eerie sight: two wooden

If Disaster Strikes

So what happens if disaster befalls the investigators during their trip to and from the North Pole? Regardless of whether or not they are successful in thwarting the cultists, there is a great possibility that sometime during the trip they will crash and be stranded. All is not necessarily lost in this tragic event.

Assuming the crash does not kill them all, two major questions must be answered. First, where have they crashed? Second, what supplies are available to them? Before these are addressed, a brief description of the *Italia* disaster of 1928 is in order since it can serve as a guide for Keepers.

The *Italia* was a semi-rigid airship smaller than the rigid designs the investigators have to deal with. It lacked passenger accommodations for long voyages and was filled with hydrogen. Despite this, it was packed with supplies and equipment and was reasonably well-prepared for the polar flight. The flight occurred during the summer months when daylight existed for twenty four hours a day. The crash probably occurred due to ice build-up on the external surfaces of the craft, thus weighing it down so it could not remain airborne. Tossing excess weight overboard was too little too late and the airship slammed heavily down on pack ice reasonably close to the intended destination, Spitsbergen. The craft careened off the ice, but as it did, the control gondola was torn away and left on the surface. Much of the crew was in the gondola or were thrown clear of the ship, but as it drifted away, at least two were seen alive and conscious on board the shattered craft.

The final crash site of the *Italia* was never discovered, but the crash survivors later saw a smoke trail on the horizon. While at the time they believed it was the camp of Inuit hunters, it was probably the airship burning when it finally came down. Of those who were left on the ice, many were injured including Umberto Nobile, the designer, pilot, and commander of the airship. Only one was dead, however, and some were in relatively good health.

After burying their dead comrade under the snow and searching for supplies, they found they were fairly well off. Food, red dye markers, and a pistol were found and a shelter was made from the wrecked gondola and a large canvas tent. Most importantly, the *Italia*'s crated emergency transceiver was found in good condition and was brought into operation. The red dye was used to mark their shelter (earning the internationally recognized nickname "Red Tent") and the radio was successfully used to announce their continued existence to the world, first being heard by an amateur radio operator in the Soviet Union. A polar bear investigating the ice grave of their comrade was shot and killed (with only one pistol shot, by the way), thus providing the group with lots of meat.

Once their condition was learned, a massive international effort was mounted. Unfortunately, it was disjointed and uncoordinated and the Italian government was perhaps the slowest to respond. However, many other countries sent aid including pilots, aircraft, and icebreakers. Aircraft eventually located the drifting camp and Umberto Nobile was rescued first by an airplane equipped with skis. The second attempt for that plane to land ended in its destruction, but a later landing by a different plane pulled the first plane's pilot out. After that, the ice had melted to the point where a landing was not possible. It wasn't until the Soviet icebreaker *Krassin* arrived that the rest of the crew were saved.

This does not end the tale of the *Italia*. Three members of the crew departed prior to the discovery of the camp in an attempt to march over the ice to land. Two were later spotted by a roving plane and were soon picked up. The third had died enroute and was left behind. During the entire rescue operation several aircraft were lost requiring their aircrews to be rescued. One carrying the celebrated Norwegian explorer Roald Amundsen and two other passengers was never found.

With this in mind, a comparison can be made with current operations. First, the season is the worst possible to choose for a flight. Not only is it always night, but the weather is not likely to be as favorable. Temperatures drop further and wind chill can swiftly cause debilitating injuries. If the craft does not crash near a base or Inuit camp, the survivors will likely spend a long time on the ice.

Despite this, there are some positive things which can be pointed out. In light of the *Italia* disaster, would-be rescuers will probably be somewhat more organized and more efficient. If the *Camden* goes down, all countries that have citizens on board (the United States, the United Kingdom, Norway, and Canada) will react swiftly if they have the means. This is part of the reason foreigners were invited to become part of the crew. Other countries will probably also offer assistance of some sort. On the other hand, an unannounced cult airship might get no response from governments skeptical that it even exists.

If the airship goes down on the pack ice and the survivors do not make it to an island, the ice will drift and eventually push their camp out to sea. By the time that occurs, the batteries of a transmitter will probably be dead so it would only be the wildest stroke of luck that a passing ship would notice anything on an iceberg (ships steer clear of icebergs for obvious reasons). However, if the group is on an island and is well supplied, they may last many months and perhaps even years. Crashing near the *Erebus* and *Terror* could be fortunate since there is lots of equipment and materials (even 1840s equipment is better than nothing).

So, we now must return to the pair of questions initially asked. First, where did the airship crash? If the ship is nowhere near a base such as Spitsbergen, the survivors will probably die or at the very least will spend months on the ice. The crash location is a key element in the rescue effort. Second, what supplies are available to them? This is vital for if they lack supplies, they will be dead in days if not hours. Shelter and food are immediate concerns. If a large amount of supplies are available, the group can exist for quite a while, possibly even years if they are on a remote northern island. The Keeper must determine how long crash survivors can last and how soon (or even if) rescuers can reach them. This may require some bookkeeping since every recovered item must be listed.

Innovative players will last much longer than unimaginative or unmotivated ones. If a player automatically assumes that they have no chance, his/her character should be given negative modifiers to Luck rolls, disease resistance rolls, etc. since it is obvious that his/her character has given up as well. Those who remain optimistic, especially in the face of injuries, should be rewarded with bonuses to certain rolls. When all else fails, a positive attitude can extend life.

sailing vessels, one on its side and the other upright as if it were ready to sail.

If the decision is made to land — a tricky proposition, but excellent practice for a similar maneuver which is planned for execution at the North Pole — a wide, flat plateau near the ships can be found. Surprisingly, the weather is so calm that an airship can hover low, allowing a ground crew to literally step off rather than being lowered. Unless the craft crashes or otherwise suffers an unexpected mishap (something the Keeper may not wish to allow unless rolls are fumbled repeatedly, otherwise the scenario could end here), the investigators may check out the ships. Those familiar with the Franklin Expedition will recognize the ships as being those belonging to that ill fated expedition. The ship on its side is the *Terror* and it has obviously been stripped somewhat of both supplies and materials. While it is a fantastic historic find, little information can be obtained from it. The *Erebus* is an entirely different matter. Not only is it upright, but it is in excellent condition and for all appearances is ready to sail. Both ships are as they were described in documents that may be found on King William Island in *The Dead Of Winter.*

The *Erebus* will probably receive the bulk of the investigators' efforts. It has been sealed from the outside with sailcloth, tarpaulins, and pitch and looks as if it has been undisturbed for scores of decades. One hatch, however, is closed, but not sealed. This is obvious just by looking at it. Upon entering the ship, the investigators will find it crammed with all sorts of supplies and equipment (but no foodstuffs or coal) which may be of use to the expedition in the event of an emergency.

When they set out, the Franklin Expedition was considered the best-prepared voyage of its kind to date. Each ship was a sturdy bark left over from the Napoleonic Wars which had been updated with the latest technology. In addition to fifty horsepower auxiliary engines (coal-powered locomotive engines), the hulls were reinforced with iron plates and each vessel possessed an internal central heating system using piped hot water. The holds still contain plenty of clothing (a poor substitute for Inuit-style garb, but it is better than nothing), sailcloth, tools, blankets, and even muskets and ammunition. The muskets are still effective tools for hunting though, woefully obsolete in a modern gunfight. They are .75 caliber P/42 muskets which are single shot percussion weapons with a forty yard base range. The P/42's large lead ball inflicts 1D10+5 damage. Reloading takes six rounds assuming the shooter knows what he/she is doing and it misfires on an attack roll of 95-00. No coal or foodstuffs remain, but otherwise the *Erebus* is still very well stocked, including fine porcelain tableware, silver utensils, the combined libraries of both ships (amounting to close to 2,400 volumes), and even a barrel organ.

A search of the exterior shows the *Erebus* is in remarkably good shape with even the paint (white on masts, yellow on the superstructure, and black on the hull) being relatively intact though covered with snow and ice. It appears ready to sail though a more in-depth inspection of the hull will reveal that it probably needs some work in

order to be made watertight again. The interior was obviously the residence of a large number of men at some point. Several frozen bodies can still be found on board, apparently part of a group that either chose to remain or returned after the crew headed south on their ill-fated trek.

The Inhabitant

Unfortunately for the investigators, the ship has become the residence of a Child of the Wendigo created from one of the *Erebus*' original crew members. This creature has achieved a rather advanced stage in its existence and now suffers from a sort of loneliness brought on by prolonged isolation and by vague memories of its former life and better days. It will not attack intruders on sight as might one of its younger cousins. Instead it may slip up behind one of the intruders and then attempt to converse in a low, gravely voice from the shadows, taking care not to show its form. Assuming the investigators don't immediately attack it or flee from it — and especially if they don't light up the area it is hidden in — they may be able to gain some interesting information. (It is this encounter that is depicted on the cover of the book.)

It will want to hear stories of better places and simple things while the investigators will probably want to know why it is in the hulk of the *Erebus*, what it knows about Ithaqua and the Temple of the Winds, and what happened to the Franklin Expedition. It will say nothing about Ithaqua or the Temple, but will urge the group to turn back and go home because major events are in the process of occurring. About the Franklin Expedition, it will reveal that it is one of its former crew members though it does not remember its name or rank. Historians pressing it with questions will, with successful Persuade or Psychology rolls, gain valuable information about the Franklin Expedition (none of which is publishable outside of tabloids due to the nature of the source), but nothing of real immediate value to the efforts of the investigators. Anyone attempting to analyze the mental state of the creature will, with a successful Psychology roll, realize that it is maintaining self-control only through a Herculean effort and that it is only a matter of time before it goes on a homicidal rampage. After a few minutes (Keeper's discretion) of conversing with the Child of the Wendigo, it will finally lose control, possibly unexpectedly, and assault the group. It will attack until killed or driven off and the investigators must either fight or flee. In an extreme case, it could even get loose on the airship. This would be disastrous and though it has no knowledge of how to disable it, it could still inadvertently cause serious damage.

Regardless of whether or not a landing occurs at the site of the ships, the investigators will probably note them on charts for future projects. Just how the ships ended up on an ice floe in the center of an island is open to debate, but it is, in theory, impossible. This is, perhaps, the Franklin Expedition's final and most puzzling mystery.

Arrival at the Pole

The trip from Bathurst Island to the North Pole is uneventful and is marked by remarkably calm weather. The Keeper should have by this time determined when each of the cult's airships is going to arrive since this could greatly affect events at the pole. One unusual possibility is for two airships to arrive over the North Pole at the same time. The result could be air combat between the craft or perhaps peaceful landings followed by brutal fighting on the ice. On the other hand, if the investigators are delayed by a long stop at Bathurst Island or are plagued by incompetence or poor luck, they could arrive late, with the Temple of the Winds already in place. The specifics are left up to the Keeper who must take into account the innumerable variables and actions by the investigators. In any event, the calmness of the weather allows easy landings like the one possible at Bathurst Island.

Those passively observing the cultists, perhaps from hidden positions or as prisoners, will see the following. First, several trimotor aircraft will land a little over two miles from the North Pole. These contain the ground crews for the airships to come. One by one the cult airships will arrive and then land near the aircraft with the assistance of the people already on the ice. Once they have been secured to the ice, each craft will disgorge scores of heavily armed, well equipped cultists and perhaps the Gnoph-Keh from the Prologue or a powerful *tupilak* or two. The former will not be able to approach the Great Seal on the Vault of Souls, but can, in an emergency, assist in moving supplies (though this should only be in an extreme case since such work would be demeaning for such a creature). Camps are built on the ice and once complete, the cultists quietly wait for the solstice.

If the *Camden* lands, its non-cultist crew members will be overwhelmed by the cultists who will shuttle them over to one side and hold them at gunpoint until each can be tied securely and left under guard in one or two large, heated tents. By this time, the bridge of the *Camden* should have been commandeered by Dr. Christie and his bunch, but if the investigators did their job well in New Jersey, Christie and company will not be aboard. Note that the *Camden*'s crew will not necessarily remain passive and if an opportunity presents itself (such as the unexpected explosion of an airship) they may break free of their bonds, overwhelm their guards, and engage in combat with the cult. Without help from the investigators, they have no hope of victory since they are outnumbered and outgunned. Even with the help of the investigators, the best that can probably be expected is a draw. This will lead to either negotiations or a war of attrition the cultists will almost assuredly win.

The Temple Manifests

The arrival of the Temple of the Winds begins in the first minute past midnight, with a gradual increase in wind velocity. Over the span of an hour it achieves fifty miles per hour (see the Wind Chill Table on p. 30 for its effect on people), blowing down poorly-secured tents and straining the moorings of the airships. Suddenly, there is a loud, piercing shriek lasting a full minute and through the blinding snow can be seen forming a titanic structure hundreds of feet high. Then, the wind stops, the snow settles, and the ice field is strangely quiet.

In the eerie twilight can be seen the Temple of the Winds, a strange structure which no human could have built. Tall spires, magnificent flying buttresses, and strangely-angled walls — all sparkling white and ice-like — characterize this weird structure (no, it isn't non-Euclidean). Knowing that it exists for only twenty four hours and that a return to the North Pole may not be possible for years, the cultists busily scurry about collecting their equipment and then set off to enter the Temple.

While the structure has hundreds of halls, galleries, chambers, and rooms, the path to the Great Seal is quite obvious. The cultists enter through a great arch which is perhaps one hundred feet high and travel down a gigantic hall of even greater height and width. Bearing carbide and kerosene lanterns and electric torches, these human intruders appear as mere flyspecks in comparison to the tremendous scale of the structure. Their lights insufficiently illuminate the area, but what is seen is strangely beautiful. The hall extends for more than a mile, but eventually ends at what appears to be a round door one hundred feet in diameter.

The door itself is the Great Seal. All those who attempt Spot Hidden rolls need merely not fumble them to notice the huge Elder Sign imprinted in the icy surface. The door cannot be opened without the use of a powerful crane or winch and since neither is available, the cultists have brought along crates of dynamite in order to do away with the door and its bothersome symbol. After setting the charges, they will beat a hasty retreat and reach the relative safety of the outside before the blast.

From this position, the explosion can be felt as a tremor in the ice and heard as a dull echoing thud emerging from the Temple. Unless the charges were improperly placed (whereupon the cultists will just go back in and set new charges), the Seal will be broken or even pulverized and the life essence of Ithaqua will be released. After the blast and echoes subside, there will be a period of several seconds where there is absolutely no sound emanating from the Temple. This is followed by a great wind accompanied by a piercing whistle which escapes from hundreds of windows and gaps in the structure and rushes skyward. The observers are only on the periphery of this and are safe, but if there is an airship overflying the Temple at the time, it will be torn violently apart and some pieces will be blown for thousands of miles. This is the life essence of Ithaqua melding back with his body.

The sound is detrimental to human health. Each person who fails a CONx5 roll loses 1D4 percentage points from his or her Listen skill, double that if the roll is fumbled. Earplugs prevent this loss. The consequences of Ithaqua's ascension are horrendous, but at the moment, the people on the ice cap will be ignored. The cultists will simply pack up and fly off in any remaining functioning and serviceable airships and aircraft and go about their lives serving the will of their god. Prisoners will be brought along and released upon arrival in civilization. For the investigators, they are doomed with the knowledge of what has happened and what life on Earth might now become.

Saving the Day

With this description in mind, the investigators may at any point interfere. The Keeper must carefully moderate this section taking into account the environment, effects on equipment and personnel, potential cult actions and reactions, and random chance.

Perhaps the best tactic the investigators may employ is to slip into the Temple and ambush the demolitions team. An explosion caused by shooting a dynamite crate may be perceived as an accident whereupon the cult will send in a

Cult Horde

Below are the statistics on a reasonably typical group of cultists that the Keeper may use in the event of a confrontation with investigators. Using these as a guide, more can be generated if necessary or these can be recycled over and over.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
STR	14	13	12	13	8	10	8	16	8	15	11
DEX	12	7	12	13	15	12	11	13	10	13	12
INT	13	14	12	14	14	9	12	11	13	12	13
CON	13	12	17	15	7	10	13	16	12	13	11
APP	6	10	12	11	14	12	14	5	11	10	15
POW	12	13	15	11	12	8	16	11	12	17	12
SIZ	13	14	15	12	11	12	18	12	11	12	14
EDU	12	14	15	11	14	16	11	8	12	13	13
Luck	60	65	75	55	60	40	80	55	60	85	60
HP	13	13	16	14	9	11	16	14	12	13	13
Age	18	20	25	39	24	30	44	20	34	51	29
DB	+1D4	+1D4	+1D4	+1D4	+0	+0	+1D4	+1D4	+0	+1D4	+1D4

Education: varies greatly
Skills: Vary wildly depending on the specific profession of the person in question.
Languages: Dependent on nationality and education level, but English is extremely common.
Attacks:
Fist/Punch Attack 55%, 1D3+db damage
1D3 other attack forms ranging from 35% to 60%
Those going to the North Pole also have one or more firearm attack skills ranging from 35% to 50%.

second team. The process may be repeated up to three times before the cultists wise up and start hunting the intruders.

Destroying the airships can eliminate the dynamite, thus taking away the reason for the cultists to be here for without dynamite, they have no way to break the Seal. Each airship contains enough dynamite to destroy several Seals and the aircraft also contain some, but that will be the first to be used.

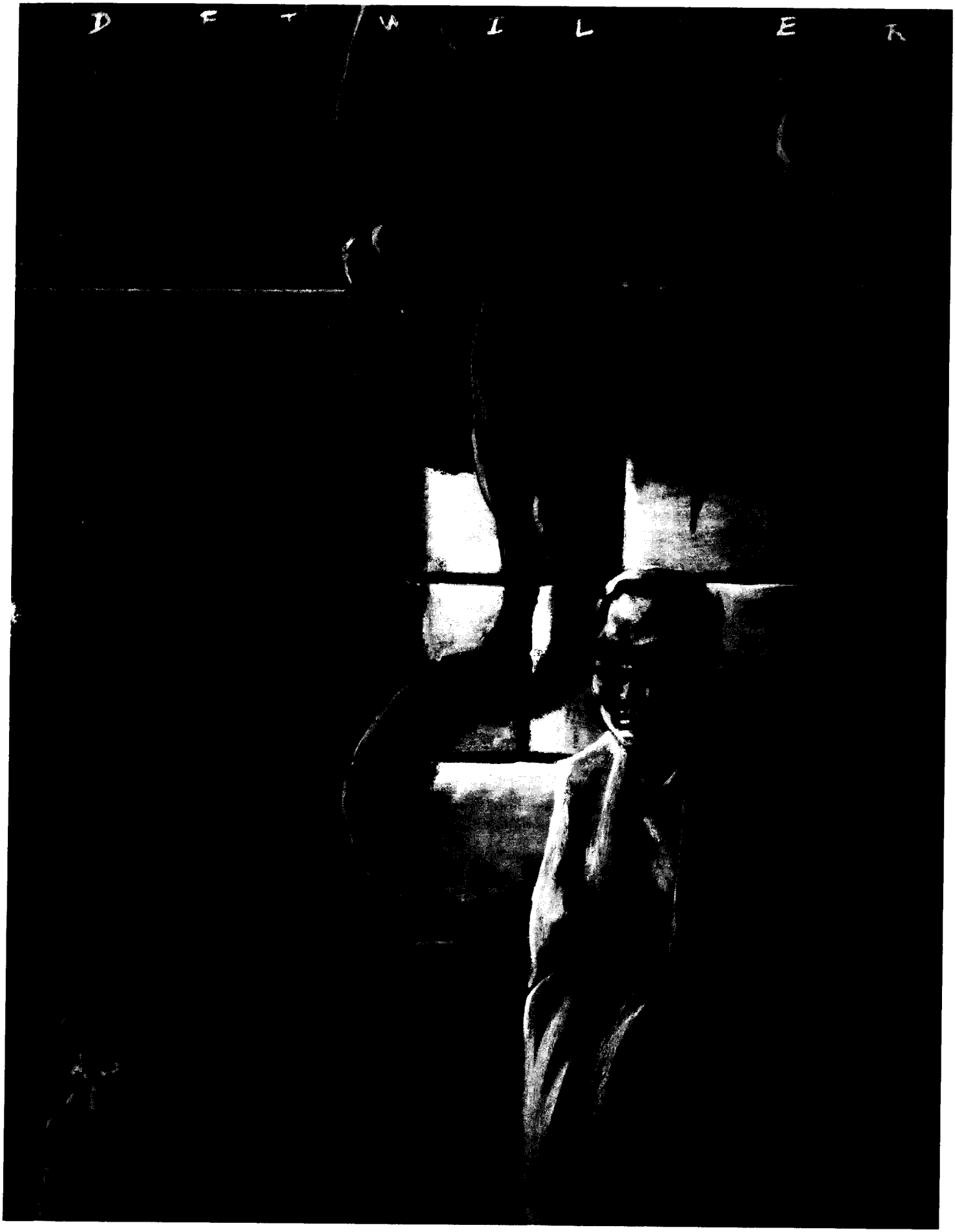
If the investigators fail to stop the breaking of the Great Seal, all hope is not lost, but their lives are made much more complicated. In subsequent chapters will be found the one last chance for the investigators to counter Ithaqua. More importantly, they contain the ultimate solution (or at least the best that can be expected) for the problem of the annual appearance of the Temple of the Winds and thus will allow the investigators to get a handle on the problem even if they do prevent the destruction of the Great Seal.

Aftermath

Assuming the investigators succeed in preventing the destruction of the Great Seal in the Temple of the Winds, they have some breathing room. However, it is quite evident that the ultimate problem still persists. The Temple still returns annually on the winter solstice and it is only a matter of time before the cult succeeds in reaching it again and breaking the Seal. The investigators must be aware of this and it will certainly become the topic of a rather animated conversation. For more on this, see the next chapter.

SAN Rewards And Penalties

Action	Result
For each cult airship destroyed or captured (or otherwise accounted for)	+1D8 SAN
Reinhold Blair killed or incarcerated (only if he becomes an ongoing problem)	+1D10 SAN
The *Camden* succeeds in its mission to the North Pole and returns safely	+1D8 SAN
The cult's plan is foiled and the Great Seal is saved	+1D10 SAN
Each Child of the Wendigo killed or otherwise permanently disposed of	+1D6 SAN
The Great Seal is broken and Ithaqua's life essence is released	-1D20 SAN
The Great Seal is broken and investigators flee into hiding rather than seek alternative options (only to those who depart)	-1D2 SAN per week


D E T W I L E R

CHAPTER SEVEN

A Time For Decisions

When last we left them, our stalwart investigators had just succeeded (hopefully) in thwarting the attempts by the Cult of Ithaqua to release Ithaqua's life essence from the Temple of the Winds at the North Pole. Having returned to civilization, they must realize the cult has only been temporarily stopped. The Temple of the Winds returns every year, and it is only a matter of time before a second attempt will be made by persistent cultists. A more permanent solution must be found and Dr. Barrow, if he still lives, may have such a solution.

Barrow has an extensive background in occult-related research and has searched for archaeological evidence for the basis of several paranormal legends. Until his experience with the investigators, his efforts had met with failure. However, one of his projects — an expedition to find the fabled Tablets of Destiny in Iraq — relates to the current situation. Once the dust has settled after the final scenes of Chapter Six and the investigators have met somewhere to discuss their options, Barrow will remember the Tablets and their link to Enlil, the Babylonian god of the wind and one of Ithaqua's many names. The Tablets are reputed to have tremendous powers, and Barrow believes this is an option which should be focused on and is worth further research. Note that if Barrow lives long enough, the connection could have been made somewhere in the preceding chapters, but time constraints would have prevented the group from acting on the knowledge.

Of course, Barrow was probably one of the casualties in earlier events. If this is the case, what should happen now? Ian Barrow, Alfred Barrow's son, can be introduced to assume his father's place. Ian possesses a similar educational background as his father and has some of the same interests, but is much more down to earth and conventional. He just became an assistant professor of history at Boston College, but will drop everything upon hearing of the death of his father.

Alfred has kept his son up-to-date as much as possible on his activities via the Postal Service and Ian will seek out the investigators to learn the particulars of his father's demise. If he becomes convinced of the validity of the events the investigators were involved in, he can suggest the same course his father would have. Whether or not he joins them (his father would have) is entirely up to the Keeper who must take into account the arguments of the investigators, the effects on Ian's personal life (he will probably lose his newly-acquired position should he be gone for an extended period), the circumstances involving his father's death, and other variables. Ian cannot provide the financial backing his father did, but nevertheless can be a valuable ally. On the other hand, if it seems the investigators are somehow responsible for Alfred's death, Ian could end up calling in the authorities.

In the event it is not realistic for Ian to find the investigators, the investigators may find him. If they search through the late Alfred Barrow's belongings, they will find a small journal detailing the group's recent activities and prominently mentioning contact with Ian. Even some biographical information on his son is present so the investigators may be motivated to seek him out, if for nothing else but to inform him of his father's fate.

The Transition

As has already been mentioned, the investigators will (or at least should) meet immediately after the conclusion of Chapter Six to discuss the recent events of their lives. The one obvious loose end is that the Temple of the Winds' appearance at the North Pole is an annual event and it is only a matter of time before another group of cultists makes a second attempt to break the Great Seal. Constant returns to the North Pole to defend the Temple are logistically and financially unrealistic, and hunting the cult further is not likely to meet with lasting success. Cult expeditions can come from any direction and in many different forms, not just by airship. Aircraft and even ground expeditions will be possible in the immediate future and technology is making it easier and easier to strike at the Temple. With this in mind, a permanent solution is needed.

Dr. Barrow and his son have such a solution. From their knowledge of history, archaeology, and the occult, they believe it is possible that the fabled Tablets of Destiny can provide some sort of permanent or semi-permanent resolution. In their view, since the problem is a paranormal one, a paranormal solution not only makes sense but it may be the only permanent one. Experienced investigators are likely to agree. Further research on the Tablets is warranted and if this seems like a viable option, perhaps an expedition to find them is in order.

Of course, the investigators may dismiss this as mere hogwash and seek a more down-to-earth answer. In this

The Tablets of Destiny

Also known as the Tablets of Fate and the *tupsimati*, these sacred tablets were entrusted to the guardianship of the god Enlil, one of a triad of Babylonian/Sumerian gods which also included Anu and Enki (a.k.a. Ea). Sources in the pre-World War II period conflict somewhat on what the Tablets were, but certain things are clear. In Babylonian religion, they are a powerful artifact which controls the order of the universe. The possessor could "fix the destiny" of anything or anyone and such control made Enlil immensely powerful. One important story tells how the storm-bird Zu (sometimes described as a storm god) stole the Tablets, and how they were eventually recovered by Enlil.

A discussion of the Tablets cannot go on without a description of Enlil. In Sumerian, "Enlil" means "storm god" and some sources call him Ellil and more call him Bel, an apparent later version of Enlil. The word "lil" which is part of the name "Enlil" means "demon" and the entire name may mean "chief-demon." This wind/storm deity was among the most powerful of Babylonian deities and was worshipped in many cities. While each city in Mesopotamia had its own patron deity, Enlil was unique in that he was a sort of "national god" worshipped throughout the region. The center of Enlil worship was in a temple called Ekur (Temple of the Mountain) in the city of Nippur. Enlil was dominant north of 12° north latitude while the other gods of the triad had greater control south of that. This part of the heavens was called the "way of Enlil." His sacred number was fifty, so this may crop up periodically in Enlil-related matters. He was not generally regarded as being friendly to humanity and could be considered to be downright hostile, being central to the onset of the Great Flood.

While the Tablets are not described in detail, it is reasonable to assume they are cuneiform tablets typical of the Babylonian civilization. For the purposes of this campaign, they are as follows.

The *tupsimati* are a set of stone tablets, each written in Sumerian cuneiform. They are unbreakable; no amount of physical or even magical force can crack them. Perhaps some god-like entity could destroy them or perhaps the combined efforts of several gods, but none of the players are likely to be playing a god or have access to such power. One option originally put forth in an article by C. Raymond Lewis in issue four of *The Unspeakable Oath* is that the number of tablets present should be determined by the number of people who discover them. Each contains the destiny or fate of one of them and causes him or her to lose 1D10 SAN when read (reading of one's death may not be pleasant). Later the content changes. Keepers should be wary of this option since some players will inevitably attempt to abuse it. Rather than quietly taking the SAN loss and moving on, some will argue that they should be given all sorts of clues relating to their futures. Keepers are welcome to exercise this option, but the following is a less dangerous, less controversial, and perhaps more appropriate option to use (and is the one the author assumed will be used when writing this campaign).

The *tupsimati* are fifty tablets (Enlil's sacred number), each measuring approximately 10" by 18". They are useless to anyone who cannot read cuneiform writing well, but someone so trained will find the writing to be textbook-perfect. Any archaeologist or historian viewing them will be astonished by their superb condition. Time and the elements apparently have not caused any deterioration in the stone, and experts will immediately question the validity of the find.

A cursory inspection of the cuneiform writings on the tablets indicates they are a history of some sort. In-depth reading and study will be daunting and requires a Read Sumerian Cuneiform skill roll for each tablet (however, no roll is required if the reader has at least 60% in the skill). On first read-through, the history will be that of Egypt's Second Dynasty.

The first time the reader goes back to a previously-studied tablet, however, the content has inexplicably changed to part of some other text — such as the burial rites for a particular Neanderthal clan, or a geological history of the Grand Canyon, or an overview of the life of the poet Milton — and the other tablets will follow suit. Once the reader understands that the text on the tablets gradually changes, a SAN roll of 1/1D6 is required.

In short, every time someone begins to read the tablets the

continued on next page

arena, options are limited. If they possess knowledge of some cult leaders or members, they can attempt to track them down and eliminate them. At best, this can meet with only limited success since the cult is too large to wipe out and many members are unknown to the investigators. However, if the right ones are shadowed, they can eventually lead the investigators to the Tablets of Destiny. Information in the hands of some of the cultists also indicates their belief in the importance of the Tablets and if letters or journals stating this fall into the hands of the investigators, they should be convinced that an effort to find the Tablets should be mounted.

The Cult & The Tablets

In the aftermath of Chapter Six, cult leaders realize they have been dealt a great blow. While future expeditions to the North Pole are being planned using long-range aircraft, much of the cult's resources and expert personnel have been lost and it will take a while for them to assemble the necessary amount of aircraft, personnel, and supplies. Worse, present technology limits how much an aircraft can carry to the polar North and the cult is waiting for a design to be developed that is more appropriate for use. Thus, it will be a few years before another attempt will be made. The investigators, of course, are not aware of this and will probably believe, and wisely so, that the cult will strike again in December of 1931 or 1932.

Needless to say, the cult is not satisfied with waiting for technology to develop and resources and personnel to become available. They are also aware of the Tablets of Destiny and, like the investigators, want them quite badly. Their reasons are radically different. When Ithaqua's life essence was banished to the Temple, the Tablets also were lost because the Elder Gods did not want their power to be used to free Ithaqua. The cultists have no special advantage over the investigators; they must also seek the Tablets and

writing changes. This process can be viewed by others, also at a 1/1D6 SAN loss. The tablets can display information about anything and everything related to the planet Earth from the time of its creation to the present day of the campaign — but no further. The tablets cannot show the future. They are not only a source of historical information (which is unerringly accurate and impartial, better than the best human-made histories), but can also be a source of scientific knowledge, spells, and supernatural lore.

The content of the *tupsimati* automatically changes perhaps once per hour if not already changed by re-reading in that time, giving the reader sixty or so minutes to read all fifty. If the reader is fluent (60% or more Read Sumerian Cuneiform skill), all the commentary is obtained easily and no skill roll is required. Others will have to succeed in their skill roll in order to read them completely and accurately.

The content cannot be controlled without knowledge of how to control the *tupsimati*'s power. Several priests of Ithaqua have already learned how to access this information, but the investigators are handicapped by the lack of this knowledge. If they wish to use the Tablets to combat Ithaqua, they must find the journal of Dr. Nathan Higginbotham or use the Ritual of Knowledge spell hopefully taught them by the Inuit. More on these sources is given later. Note that it requires lots of human blood for humans to use the Tablets, a constraint powerful entities like Ithaqua are not restricted by. At those few times in the past that priests of Enlil may have used them, plenty of human sacrifices were available for the occasion. Information that can ultimately be gained can be very specific and if the Tablets are properly used, the bearer can find out (for instance) what Napoleon had for breakfast three days before the Battle of Marengo. Eventually, readers can solve many mysteries or gain skill in subjects like History, Cthulhu Mythos, or the Occult and even scientific knowledge (Chemistry, Botany, etc.) as long as it is technology that does not post-date the campaign. Attempting to separate the Tablets and scatter them all over the world will meet with failure. When separated, the Tablets will inexplicibly rejoin into one bundle within a day or so.

According to legend, the Tablets served as a symbol of Enlil's power on earth and for a long time were stored at Ekur in Nippur. The fall of Ithaqua/Enlil resulted in the disappearance of the Tablets. It is believed that they were moved from Nippur to Babylon where they were kept for many centuries. The Tablets disappeared around the time of the invasion of the region by Alexander the Great of Macedonia, possibly carried off by their caretakers or seized by the advancing Greek armies. Excavations in Nippur and Babylon have turned up no evidence of the Tablets other than other tablets documenting their transfer to a fortress within Babylon. Few books of the 1920s/30s discuss the Tablets in great detail, but archaeologists and historians possessing knowledge of the subject may be aware of the possibility that they were carried off by the Greeks or perhaps the Parthians who later occupied the region.

The Tablets are a powerful artifact the investigators must acquire and use in order to have complete success in the campaign. More on them is given in the section entitled "Power of the *tupsimati*" (p. 198) and provides information on how they may be used by investigators and what problems will crop up with them.

What Really Happened To The Tablets

For the purposes of the campaign, this is what actually occurred. When Alexander's forces took Babylon, the city was sacked, just like many other cities invaded during that time. A (fictitious) general named Xerxes made off with the Tablets without realizing their true significance. He saw them as a relic of a foreign religion which could be exploited for monetary gain, perhaps ransomed to priests of Enlil or sold to devoted worshippers. He took them back to a town on the coast of present-day Turkey named Alexandropolis, after the Macedonian ruler. Xerxes was governor of this region and owned a palatial home in Alexandropolis. When he arrived, he secreted them in the cistern of the house, but died soon after of cholera. They have remained in the same location to this day.

Several decades after Xerxes' death, the town was sacked by marauders and destroyed. The site was since buried and now has become the focus of an archaeological expedition sponsored by the British Museum and the University of Pennsylvania. The dig is being conducted with the permission of the government of Turkey which provides logistical support and prohibits the unauthorized removal of artifacts from the country. The team conducting the dig is unaware of the presence of the Tablets and is currently working on a small temple near the heart of the community. This is located near the house containing the Tablets. More on the dig and the Tablets' presence there is given in Chapter 9.

Ithaqua has no knowledge of their location. It is now a race to see who can reach the Tablets first, hold on to them, and successfully use them.

In the aftermath of Chapter Six, the cult assembles two groups of troubleshooters. The first is led by Reinhold Blair if he still lives. Otherwise it is led by Henry Benson, a young cult priest. This group consists of eight heavily armed, well-equipped, well-funded cultists in addition to their leader. Their objective is to harass and (if possible) eliminate the investigators who have so far been a horrendous irritant.

The second group is larger and has a more important mission. It is trying to seize the Tablets and bring them back to the United States for the cult leadership to use to free Ithaqua's life essence. Led by Dr. Nathan Higginbotham, an experienced and well-known British archaeologist, the group will go to great lengths to secure the Tablets. Where possible, they will use legal means, but are not above breaking the law to obtain their objective. If the investigators gain possession of them, this group will resort to violence if necessary to take the *tupsimati* for themselves.

Both of these cult task forces are aware of each other, though they will not be able to track each other's progress. If they inadvertently encounter each other, they may join forces to accomplish their ultimate task. If they do combine, Higginbotham will nominally be in charge. If Blair is present, however, his strong personality will essentially make him the leader. This can result in the Tablets almost becoming secondary to his vengeful desire to eradicate the investigators. More on Higginbotham, Benson, and of course Blair can be found in their respective stats.

Finally, a small group related to the Higginbotham mission has been sent directly to Nippur to seek the Tablets there. While it is unlikely that the *tupsimati* are still at that location, it was deemed wise to check the site out anyway. Higginbotham felt he could always follow later if clues indicated the Tablets were still there. This small group is led by Dr. Erwin Hofstader, a professor of anthropology. While his efforts to find the Tablets in Iraq will meet with failure,

the investigators may have the idea that a trip to Nippur is warranted and thus may encounter him. More on this is provided in Chapter 8.

As the investigators begin to formulate their plans, the cult has a meeting of high-ranking members in a New York City warehouse. All surviving leader-types will attend as well as others, and after a few days they will decide to organize the previously mentioned groups. The groups assemble and depart on their respective missions, with the aim of eventually returning to New York. When and if the Tablets are recovered, they will be brought to New York and turned over to a circle of cult priests. From there, the artifact will be taken to a remote area of British Columbia where it will be used. More on that is given later. Note that there is a slight possibility the investigators may discover this meeting if they happen to be following some of its participants. If so, they may learn the cult plan and may even be able to conduct some sort of pre-emptive strike against them.

Encountering a Cult Group

Since only two are wandering about, it is relatively simple for the Keeper to keep track of them. Blair's team is the easiest since it is probably following the investigators or is attempting to somehow intercept them at one of their destinations. Tactics used can vary greatly. They may try to pick off individual investigators as they conduct research or interview experts. Attacks could happen during the process of travelling on trains or ocean liners or even on the open road. The specifics are up to the Keeper since each situation and group of players can be radically different.

Higginbotham's group is less straightforward. They have a head start when it comes to conducting research, but Barrow's journals and the Bridgeman texts give the investigators important leads and advantages. Cult researchers will scour major libraries and museums on the east coast of the United States and may eventually make their way to the British Isles in order to hit libraries and museums there. The British Museum would be an inevitable stop on their list and the result can be an unintentional encounter with the investigators. Similar encounters could even occur in other museums and libraries, but this is less likely since there are so many. An exceptional group Luck roll could indicate such an encounter or the Keeper could choose to arrange or eliminate this. If the investigators are slow and inefficient, the cult may reach the British Museum first and could even steal vital artifacts and literature, forcing the investigators to chase the thieves down in order to recover them. Eventually, Higginbotham and his associates will arrive at the resting place of the Tablets of Destiny and will seize them unless the investigators have gotten there first. Higginbotham is not out of touch with the world during this process. He will periodically send a letter or telegram to his superiors in New York and they will respond to prearranged addresses. Blair will do the same, and so the two groups can maintain contact but with a lag time of days or even weeks.

Throughout all this, the investigators may have an opportunity to turn the tables on one or both of the cult groups. If they are fortunate enough to purloin some of their belongings or luggage or ransack their lodgings,

The Journal of Nathan Higginbotham

This thick, handwritten volume is too large to be carried comfortably and is generally locked in one of Higginbotham's trunks except when he is actually making entries. It is written in English, but Higginbotham's handwriting leaves much to be desired, requiring the reader to succeed in a Read English roll in order to make any sense out of it. The reader will be confused by Higginbotham's ramblings. While parts are lucid and document various events and activities in his life, other sections degrade into nonsensical statements intermixed with names of Mythos deities and locales. If the entire volume is carefully studied, a process taking four long weeks, and the Read English roll succeeds, the reader learns that Higginbotham is a priest of Ithaqua and that he is assigned to recover the Tablets of Destiny. Reinhold Blair and Henry Benson are mentioned along with Hofstader and several other cultists. Perhaps of the greatest importance are statements indicating that the cult plans to use the Tablets to release Ithaqua and that a final great ritual will be performed on a snowy evening in the Canadian wilderness. The specific location is not given. Tucked between the pages in several sections are yellowing telegrams, empty envelopes, old train and airline ticket stubs, single pages comprising short entries made when the book was not available, etc.

On one envelope addressed to Higginbotham is a postmark from Winslow, British Columbia dated March 10, 1926. Within is a letter from Reinhold Blair asking Higginbotham for information on the Tablets of Destiny. The letter is not of any real importance. It is the postmark that should come to the attention of perceptive investigators. Blair gave no return address, but Winslow is the closest settlement, aside from Indian villages, to his cabin which later in the campaign will become the location of the final ritual. Since the postman doesn't visit his cabin, Blair is forced to go to Winslow to send and receive mail. If all else fails, the investigators may choose to go to Winslow in the hope of reacquiring the cult trail. More on this is given in Chapter 10.

Finally, scattered throughout the book are spells and rituals that the investigators may learn and find extremely useful. The reader gains +3% Cthulhu Mythos and +1% Occult; most Mythos knowledge within concerns Ithaqua. The book has a x2 spell multiplier and contains the following spells: Voorish Sign, Call/Dismiss Ithaqua, Ritual of Devotion, Ritual of Knowledge, Ritual of Banishment, and Shrivelling. The Ritual of Banishment is described in the Resources section and is the key to victory for the investigators. The Ritual of Knowledge can also be useful and is one way to learn the Ritual of Banishment, but the Keeper must keep in mind that these spells are a form of black magic and their casting should not be taken lightly by the investigators.

Finally, the book contains one important entry, one that measures several pages in length. It is a detailed accounting of how the Tablets of Destiny may be used. It is not just an accounting of how they affect rituals and spells, but how they can be harnessed to provide information. More on this is given in the section entitled "Power of the *tupsimati*" on p. 198.

Higginbotham's journal can be a vital piece in the puzzle. It is a large, leather bound book that contains information and spells of great value to the investigators and, more importantly, can be a great shortcut if read and the information is properly used.

Early Research

In order to have any chance at all to find the Tablets, the investigators must search for documentation on them. Scanning the libraries of major cities and universities is of value, but of the greatest importance is to obtain the previous notes of Dr. Barrow. They are stored in a safe in the Barrow home in Portland, Maine and can be obtained by both Alfred and his son.

The Barrow Home

Reaching Portland, Maine can be easily accomplished by train or ship. The city has a population of 70,810, making it large enough to have libraries and museums of sufficient quality to serve the needs of the investigators. Upon arrival, the investigators will want to rent an automobile or two unless they wish to depend on taxis and buses. Both Alfred and Ian Barrow can serve as guides here which can do much to save valuable time.

Located at 616 Hollander Avenue, the Barrow home is a large, two-story brick house that is currently occupied by Evelyn Barrow Bohanen, Alfred Barrow's widowed daughter. If the investigators are expected, they will be welcomed by Evelyn who will assist them in any reasonable activities in the Portland area. Strangers are rejected, especially if they look disreputable.

Obtaining the journals is no problem with the assistance of any of the Barrow clan. There are a total of twelve volumes dating back to Alfred's college years and all detail his archaeological exploits. It is the eighth volume that is of greatest interest since it is the only one with information on the Tablets of Destiny. Ian and Alfred are aware of this, but Evelyn is not. If only Evelyn is available and the volumes must be searched, each can be skimmed taking a total of one hour each. The books are bound in red leather and contain approximately three hundred hand written pages. More on volume number eight is given below, at left.

In the event the investigators are unknown to Evelyn and cannot elicit her cooperation, they may choose to break into the house to steal the journals. This is no problem unless a neighbor notices and calls the police (this area does have telephone service). Evelyn has no real combat skills and no means of defense although several hunting rifles and shotguns (none are loaded) can be found in closets and hanging on walls. The safe in which the volumes are kept can be a problem. Unless they have the combination, this massive iron safe (STR 25) must be blasted open (possibly resulting in damage to its contents) or opened by a professional safecracker. Within can be found the aforementioned journals, a tin cash box containing $1,400.00 and £360, and folders of miscellaneous legal documents and stock certificates.

One note is important concerning Evelyn. If the cult somehow manages to track the group and find out about her, they will not hesitate to kidnap her and wring out every scrap of information in her possession. Torture will be employed in most cases and she will be quickly dispatched. Her body will later be found, probably in a Portland alley or washed up on the banks of a nearby stream or river.

However, if Reinhold Blair is present, he will do incredibly horrible things to her (using Strike Blind, shattering kneecaps, amputating fingers or hands, carving symbols into her flesh, etc.) and leave her alive in a Portland alley. This will cause her mind to snap and leave her babbling the same words over and over again: "he made me talk, he made me talk!" Leaving her alive is not just out of cruelty; it is Blair's little way of sending a kind of message to the group and hopefully scare them off. Of course, it may very well make them more determined. Simply learning of Evelyn's death causes 0/1D4 SAN loss (1/1D8 to Alfred and Ian Barrow). Seeing her body firsthand causes 1/1D6 SAN

Vol. 8 of the Journals of Alfred Barrow, Ph.D.

Reading this in detail takes six days and requires the reader to succeed in a Read English roll to decipher the spidery, miniscule handwriting of the author. If it succeeds, the investigators gain the information in the first two paragraphs of the section entitled "The Tablets of Destiny" on p. 146. In addition, it mentions a number of other important pieces of information.

The journal provides in detail the progress of an expedition to Iraq to uncover the Tablets at a site south of Baghdad. Research Alfred had previously conducted indicated that a temple of Enlil in that area was one of the possible locations of the Tablets. A small, but well equipped expedition led by Barrow arrived in 1925 and spent three months searching the site. Ruins were uncovered and excavated and a number of valuable artifacts were recovered, but no sign of the Tablets was found. A brief later analysis of clay tablets recovered gave further clues as to the possible fate of the Tablets. They mentioned the Tablets as last being in the possession of the forces of Alexander the Great that took Babylon around 330 B.C. If the clay tablets are accurate, they may have been destroyed or carried off by the victors. Lacking funding and time, Barrow never followed up on this though apparently he did intend to eventually return to this project. Artifacts recovered from this expedition now reside in the British Museum in London.

Each person who successfully reads this volume gains 1% Cthulhu Mythos and loses no SAN (optionally one point). Two of the other volumes that are unrelated, but might be read by investigators anyway, also provide 1% Cthulhu Mythos each and take a similar amount of time to read.

One fringe benefit of reading the journal is a folded newspaper article that can be found between the pages of the Baghdad section. It is a New York *Tribune* article dated Sunday, September 7, 1902. The title is "Nippur's Great Library" and it appears on page 212 as Player Aid #13.

Government Involvement

Due to previous events and possible investigator actions, the governments of the United States and/or Canada may be alerted somewhere along the way that something strange is going on within their borders. The Keeper must determine what, if any, action will be taken. As long as the investigators and cultists act within the borders of these countries, they may become the object of an investigation by civil law enforcement or even military intelligence. Outside their borders, any action taken will involve military intelligence, but only if it is determined their involvement is necessary. In the cases of both countries (which could collaborate in extreme circumstances), anything beyond a cursory check will involve investigation by a team of several agents or officers. If action is taken outside the North American continent, a squad or two of Marines would be placed at the disposal of government investigators. On the off chance that the Gnoph-Keh from the Prologue fell into government hands, the chance of government involvement now is much greater. The Stats list contains information on typical government investigators and Marines.

Typical Government Investigator
Nationality: American or Canadian

STR	14	DEX	15	INT	14	CON	15
APP	12	POW	13	SIZ	14	EDU	14
SAN	60	Luck	65	HP	15	Age:	25 to 45

Damage Bonus: +1D4
First Appears: as the Keeper sees fit
Education: varies
Skills: Climb 50%, Conceal 55%, Dodge 40%, Drive Automobile 45%, Fast Talk 50%, Hide 65%, History 25%, Jump 40%, Law 45%, Library Use 40%, Listen 60%, Land Navigation 20%, Persuade 60%, Psychology 50%, Ride 25%, Sneak 65%, Spot Hidden 70%, Swim 40%, Throw 40%
Languages: English 85% plus possibly fluency or working knowledge of one other language
Attacks:
Handgun Attack 50%, 1D10 or 1D10+2 damage (.38 revolver or .45 semi-automatic pistol)
Rifle Attack 45%, 2D6+4 damage (.303 or .30-06 bolt-action rifle, but generally not carried)
Fist/Punch Attack 70%, 1D3+db damage
Notes: This represents a Canadian or U.S. government investigator that may be encountered sometime during this chapter or later. He will be assisted by a team of agents or officers and if forced to go overseas, will have a squad or two of Marines at his disposal. Such an investigator may be with the F.B.I., military intelligence, or other federal or military agencies.

Marine Squad
These five Marines may be used and reused as the Keeper deems necessary. Most likely, they will be encountered in the company of a government agent investigating the cult and/or the investigators overseas. They may also represent troops called up within North America to deal with some great and blatant catastrophe like Ithaqua stomping through the streets of Portland, Maine.

	O'Boyle	O'Hara	O'Sullivan	McCormick	Stapleton
STR	12	14	15	14	16
DEX	17	15	12	11	15
INT	12	16	13	14	11
CON	16	12	13	15	15
APP	9	15	11	15	12
POW	16	13	13	12	15
SIZ	12	13	14	15	14
EDU	8	12	10	11	10
SAN	74	61	60	57	71
Luck	80	65	65	60	75
Hits	14	13	14	15	15
Age	18	20	18	22	26
Damage Bonus	+0	+1D4	+1D4	+1D4	+1D4

Education: varies, but little or no higher education
Soldier Skills: Climb 60%, Conceal 40%, Dodge 15%+(DEXx2)%, Drive Automobile 25%, First Aid 35%, Hide 60%, Jump 45%, Listen 55%, Mechanical Repair 25%, Land Navigation 20%, Sneak 70%, Spot Hidden 70%, Swim 50%, Throw 50%
Sergeant Skills: same as "Soldier Skills," but ten percent higher. They also possess Land Navigation 35%, Persuade 50%, and Psychology 25%.
Lieutenant Skills: same as "Soldier Skills" plus the following: History 40%, Law 10%, Land Navigation 40%, Persuade 50%, and Psychology 30%.
Languages: English 70%, French 70% (for some of the Canadian soldiers), plus possibly fluency or working knowledge of one other language.
Attacks:
Rifle Attack 50%, 2D6+4 damage (military rifle); Bayonet Attack 40%, 1D6+1+db damage (bayonet attached to rifle); Large Club Attack 45%, 1D8+db damage (rifle); Large Club Parry 40%; Fist/Punch Attack 75%, 1D3+db damage
Officers only — Handgun Attack 45%, 1D10+2 damage (military handgun)
Arms: one Lee-Enfield Mark III .303 bolt-action rifle (Canadian) or one Springfield M1903 .30-06 bolt-action rifle (U.S.), one bayonet, and four hand grenades. An officer will also carry either a Webley Mark I .455 revolver (Canadian) or a Colt M1911 .45 pistol (U.S.).
Notes: These statistics can represent Marines or soldiers of the United States or Canada. A typical squad will have ten or so members plus a sergeant with somewhat higher skill levels. If two or three squads are together, they will form a platoon led by a lieutenant. These troops will probably be used only overseas since within Canada or the U.S., law enforcement officers would have jurisdiction. However, they are representative of troops that may be sent to various regions to react to cult activities.

loss (1/1D10 to Alfred and Ian Barrow) and this increases to 1/1D8 SAN loss if it was Blair's handiwork (2/1D10+1D4 to Alfred and Ian Barrow). Evelyn automatically gives all the information she knows which may not be much, but can be enough to put the cultists onto the group's plans and their trail. Note that this kind of thing may occur to relatives (spouses, children, parents, best friends, etc.) of some of the investigators.

Library Research

A few days in a good library can result in a fair amount of material on the Tablets being uncovered. Unfortunately, information often conflicts and it is up to the investigators to come to their own conclusions. The Keeper here has an opportunity to acquire several real-life books which can serve as visual aids and allow the players to conduct some of their own research. Creative use of the index of each can lead to quick results so none actually have to be read completely. If the Keeper chooses to exercise this option rather than just give descriptions of the books, it should be realized that not all may be available. Each predates the scenario and while some have been republished since the first edition, the Keeper is dependent on a good library (or interlibrary loans) in order to find them. What follows are descriptions of books and publications relevant to the investigation.

In a real-life book entitled *The Religion of Babylonia and Assyria* (1898), the author states that Babylonian myths indicate the loss of the Tablets to Zu brought Enlil's supremacy to an end. Marduk gained control of the Tablets which helped place him at the top of the Babylonian Mythos. Further, on page 543 it is written that the Tablets control the laws of the universe and fixes the fate of both the gods and humanity. The author, Dr. Morris Jastrow, was a professor of Semitic languages at the University of Pennsylvania, but is not available to the investigators, having died in 1921. Overall, Jastrow's description of the Tablets is limited. Reading the sections on the Tablets of Destiny and Enlil takes only one day and does not require a Read English roll. Reading the entire book takes three weeks and a successful Read English roll is rewarded with +1% to the reader's Occult skill.

A second potential source is Percy S.P. Handcock's *Mesopotamian Archaeology* (1912). It is a study of the archaeology of Babylonia and Assyria and while it provides little information on Enlil and none on the Tablets of Destiny, it contains a good description of Enlil's temple in Nippur which was excavated in the late 1800s. This should reassure investigators that the Tablets are not at Nippur unless they were missed by the archaeologists (unlikely considering the reputations of those involved). Reading the relevant portions takes only an hour or two at most.

Similar to Handcock's book is *Excavations at Nippur.* Published in 1905 by the University of Pennsylvania, it is an analysis of a series of archaeological digs sponsored by the University at the city of Nippur in 1889, 1890, 1893-1896, and 1899-1900. It includes numerous maps, diagrams, and photographs as well as commentary on what was found. Those reading this book will realize the dig was thorough and nothing resembling the Tablets of Destiny was uncovered (though numerous clay tablets were unearthed). It takes one day to read.

A more in-depth description of the dig can be found in a two-volume set collectively entitled *Nippur or Explorations and Adventures on the Euphrates* (1899). Written by John Punnett Peters, Ph.D. who was a major figure at the University of Pennsylvania digs, these texts provide an excellent description of the dig and what was uncovered. Maps and illustrations are illuminating to those unfamiliar with archaeology in Babylonia. Like Handcock's book, this one fails to even mention the Tablets of Destiny, possibly indicating they were not recovered. Again, considering the scope of the dig and the expertise of those involved, it is unlikely (though certainly not impossible) they would have been missed. For those who believe it is worth checking the findings of these archaeologists, the 30,000 to 40,000 inscribed artifacts, ranging from tablets to bricks, as well as thousands of other artifacts (sarcophagi, stone and metal implements, pottery, etc.) can be found in the Imperial Museum in Istanbul and in the Museum of the University of Pennsylvania. A trip to Nippur may also be considered worthwhile though it is actually an unnecessary detour. More on these possibilities is given later. Reading each volume takes up to six days. Generous Keepers may reward readers who succeed in Read English rolls to gain 1% in either History or Archaeology.

Nippur is not the only city worth examining. Babylon may eventually become the subject of research when it becomes evident that the Tablets were once there. Robert Koldewey's *The Excavations at Babylon* (1914) is an analysis of the excavation of Babylon which at the time was about halfway complete. It takes three days of intensive reading to get through this book which also includes maps and photos of the excavation. No mention of any items matching the description of the Tablets of Destiny is made anywhere in the text. Like those mentioned previously, the Keeper may be able to obtain a copy for use as a visual aid.

As if this weren't enough, a sixth real-life source, Lewis Spence's *Myths & Legends Of Babylonia & Assyria,* can be obtained to provide further insight. Originally published in 1916, the Keeper may only be able to acquire the 1935 edition. This book dedicates a few pages to the story of Enlil and the loss of the Tablets to Zu, but readers may be confused initially by the use of the name "Bel" instead of "Enlil." Bel is a name later applied to Enlil.

A seventh source are the three volumes of *Obscure Deities of the World* (1921) which the investigators have already hopefully read and/or have copies of. These texts were the first available to the investigators in Chapter One

and show the link between Ithaqua and other wind and storm deities of the world. Reviewing them for information on the Tablets of Destiny is valuable since Bridgeman conducted a lot of research on Babylonian religion. He describes them as being a set of stone tablets long held by Enlil that enhanced his power and control over humanity and even other deities. The loss of the Tablets to Zu marked in Bridgeman's mind a great decline in Enlil's power. Though they were recovered, Bridgeman writes that if his theories concerning Ithaqua are correct, the Tablets would have been lost a second time in order to cause or facilitate his downfall. Of the seven sources just described, this is the only one that does not exist in real life.

Several other sources concerning the Tablets can be obtained, but none deal with them exclusively or even devote more than a few meager paragraphs to them. Information conflicts from source to source and this will irritate researchers to no end. Worse, some writers have speculated somewhat since stories are often incomplete or poorly translated and such speculation is mixed in with factual material. The main common threads are that the Tablets were once held by Enlil, they could control or greatly influence the laws of the universe, and their loss would result in the great weakening of Enlil.

The University of Pennsylvania

In the final decade or so of the nineteenth century, this institution conducted the most intensive, in-depth excavation of Nippur to date. Despite adverse conditions including harsh weather, threat of bandit attack and tribal warfare, and pilfering of expedition equipment, the University team of archaeologists with the cooperation of the Ottoman Turk government did a tremendous job of bringing out artifacts safely. So successful were they that it would take decades for their finds to be analyzed. As was previously stated, two real-life sources are available that provide a lot of information on the digs: John Punnett Peters' *Nippur or Explorations and Adventures on the Euphrates* (1899) and the University of Pennsylvania's *Excavations at Nippur* (1905).

The University of Pennsylvania is located in Philadelphia and has a large museum housing some of the tens of thousands of objects recovered from Nippur. It is the materials recovered from Nippur that formed the nucleus of the museum when it was founded. A visit is a simple matter and those with the proper academic or legal credentials can easily gain quick access to stored artifacts. Too many objects are here to check out in any short amount of time, but a concerted effort to find information leading to the Tablets of Destiny can be completed within a week or two. The amount of time may be based on some combination of Archaeology, Read Sumerian Cuneiform, and/or Luck rolls, if the Keeper so wishes. Unfortunately, other than gaining skill checks, a trip here is a dead end.

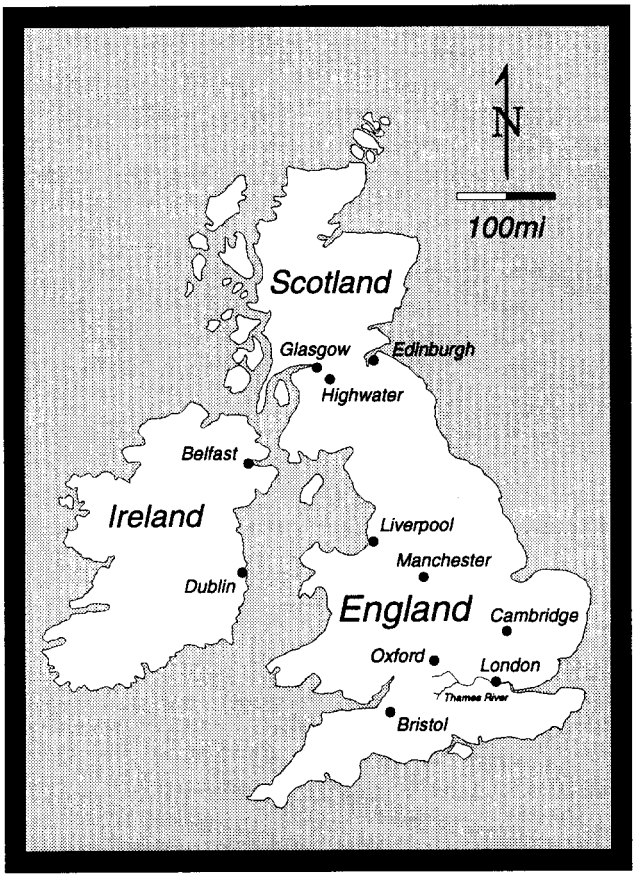
Travelling to Europe

The library resources of the East Coast will quickly be exhausted. The best source remaining for further research — and the source anyone with knowledge of archaeology or Middle Eastern history will be well aware of — is the British Museum in London. A trip to England to visit the Museum, and/or to Nippur, Alexandropolis, etc. is the next logical step. If the investigators have tarried too long in one part of the U.S., the cult's continued dogging of their path may make a trip abroad even more appealing. The Keeper is urged to to use cult and even government harassment of the investigators to move them onwards, should things bog down.

Once it is evident that a trip abroad is unavoidable, the investigators must arrange for transportation. Travel from New York City to a port in France (Le Havre or Cherbourg) or the United Kingdom (Southampton or London) takes a week and costs $195.00 per passenger, triple cost for first class accommodations. The week on the liner could be the longest of the investigators' lives. Unless they are swift and outrun Reinhold Blair and his crew, cultists could end up on board and this will inevitably lead to violence. The specifics are up to the Keeper, but the ship's crew will not just stand by and allow a running battle on their ship. If measures taken against each other are not subtle, the captain may go to extreme lengths to regain control over his rowdy passengers, including unannounced stateroom and baggage searches. When the ship docks, passengers incarcerated in the brig will be turned over to local authorities who will continue to investigate the shipboard violence.

An alternative the investigators may wish to exercise is to book passage on the German airship *Graf Zeppelin*. The first flight of the 1931 season will be in May and it will fly from Lakehurst, New Jersey to Friedrichshaven, Germany. Costing $400.00 per passenger, the flight takes three days and up to fifty can be aboard, plus a crew of forty or so. Plenty of interesting possibilities arise here. Since baggage is inspected prior to the flight to prevent passengers from bringing matches and lighters on board, it is difficult to bring along weapons. No one is allowed to possess matches or cigarette lighters and smoking is only permitted in a special smoking room which is attended at all times by a steward who distributes individual matches to patrons. Once the craft has taken off, the flight is smooth and extremely luxurious, rivalling even the finest of ocean liners. Access to all parts of the ship is unrestricted except for crew and officers' quarters and the control gondola. Special tours of the latter can be arranged. Any conflict between Reinhold Blair's bunch and the investigators can be extremely destructive and could result in the complete destruction of the hydrogen-filled airship over a remote part of the North Atlantic.

Once they have arrived in Europe, travel to London by rail and ferry is simple and relatively inexpensive. The



London Hilton can provide excellent accommodations at the price of $15.00 (£3) per day per person (includes gratuities to bellboys). It will inevitably become the target of cult surveillance unless the investigators can avoid Blair and his associates.

London

In London, the investigators have two main options. By far the most important is a visit to the British Museum. It is where vital information may be acquired (artifacts from Barrow's tablet-hunting expedition are there) and where an encounter with cult researchers is possible. London has many museums, but only the British Museum houses the artifacts the investigators need access to. The other focus of investigation may be the home of Douglas Enright, the leader of the cult construction project in the Kurile Islands from Chapter Three. While Enright is not in London — either he was killed by the investigators or he is busy somewhere else in the world—his wife and son are. If the investigators learned about Enright and his family while in the Kuriles, they may be thorough and check out his residence. More on each of these main options is given later.

One alternative some Keepers may choose to exercise is to allow the investigators to search for clues in the Penhew Foundation. For those familiar with Chaosium's *Masks of Nyarlathotep,* no further description is needed. It is not intended that investigators get caught up in some sort of plot involving Nyarlathotep since that would disrupt the campaign. While the Foundation specializes in Egyptology, *Masks* veterans may choose to go there due to its library which does include information on Mesopotamia. It is merely an opportunity for a Keeper whose group has survivors from that campaign to use sources they are familiar with (not to mention an opportunity to get additional use out of that grand campaign). For those unfamiliar with it, no further description will be given here in order to avoid giving away its dark secrets.

The British Museum

This magnificent institution deserves some description since the investigators will probably spend the bulk of their time in London within its walls. Founded in 1753, it houses antiquities from all over the world as well as libraries possessing millions of volumes. The structure itself is an architectural masterpiece, the Reading Room alone being world-famous. It is this which will be the focus of much of the attention of investigators.

Upon entering the museum, visitors arrive in an entrance hall where an admission order may be obtained in minutes, allowing access to the Reading Room and a few other parts of the library. However, the preferred option for serious researchers is to obtain a reader's ticket. This requires a written application to the Museum Director, accompanied by a recommendation from a suitable academic source (or any other the Keeper deems is appropriate). Investigators possessing good academic credentials or connections within institutions of higher learning in Britain should have little or no problem being allowed full access to the library (the Keeper may require a modified Credit Rating or similar roll). A reader's ticket allows access to a far greater portion of the Museum's holdings and is essential for the investigators to do serious work here.

On entry to the Reading Room, visitors cannot help but be impressed. It is a domed room one hundred and six feet in height and one hundred and forty feet in diameter. A score of twenty seven foot high, circular-headed windows set thirty five feet above the floor allow the entry of daylight; below the windows, shelved books cover most wall space. Floor space is devoted to desks that radiate out from the center and allow over five hundred readers to use the room at once. The library is known for its comfort and excellent service with the staff being most helpful to patrons. One minor drawback involves ready access to newspapers. Except for London papers, all have been removed to storage areas due to restrictions in space, but even these can be reached if the need arises.

While the staff is extremely helpful, they also watch for pilfering and are quick to catch anyone attempting to

make off with or vandalize books. Those caught will be vigorously prosecuted to the fullest extent of the law and will almost assuredly be convicted if the charges are valid.

As if the printed resources of the Reading Room weren't enough, the museum possesses antiquities from all over the world. These are divided into several departments in addition to the aforementioned libraries: Coins and Medals, Egyptian Antiquities, Babylonian and Assyrian Antiquities, Greek and Roman Antiquities, British and Medieval Antiquities, Oriental Antiquities, Prehistoric and Romano-British Antiquities, and the Research Laboratory. The latter is the newest addition at the time of this scenario, being founded as a separate department in 1931. Aside from the libraries, only two areas will attract the attention of the investigators, Babylonian and Assyrian Antiquities and the Research Laboratory. They will first probably make a beeline to the Babylonian and Assyrian collections which, while extensive, provide little relevant information to those viewing them.

As the investigators excitedly seek items recovered by the Barrow expedition, they will find a diverse collection of artifacts from all over Mesopotamia from the most mundane to the most impressive. None of those recovered by the Barrow expedition are on display. Barrow's journal indicates artifacts were turned over to the museum and it is very unlikely they would have been lost, sold, or given away. Rather, they are probably in storage though they could possibly be on loan to another museum. Gaining access to storerooms is not particularly difficult for those with the proper academic or legal credentials who make the proper applications to the Museum Director. Once the Director is dealt with, investigators who are professional archaeologists, anthropologists, historians, or professors can obtain an interview with Dr. Victor Wallace who heads the Research Laboratory. Those who are unable or unwilling to work within the system will find much of this part of the scenario to be extremely difficult.

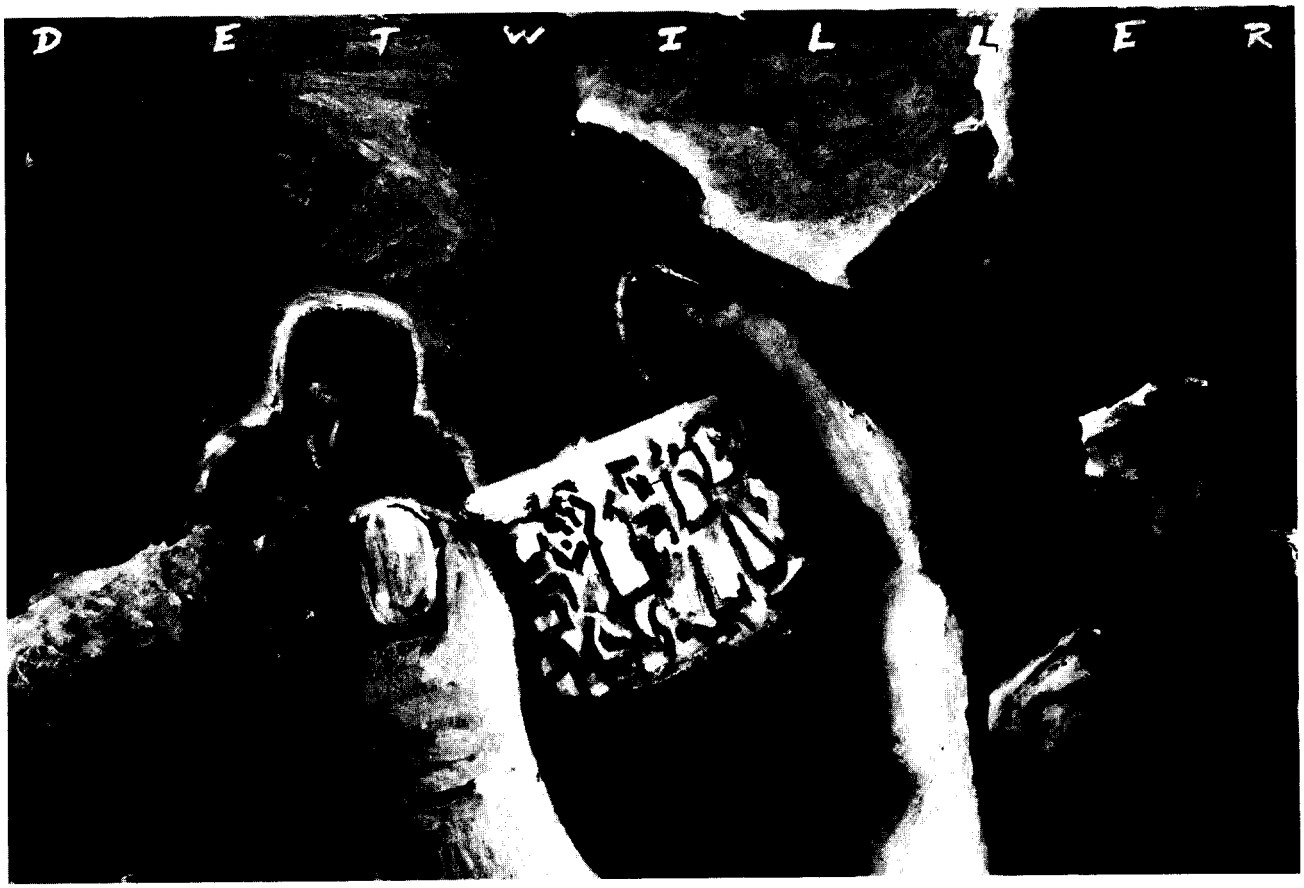
Dr. Wallace & The Barrow Expedition

Wallace is a sixty year old professor of anthropology who taught at Oxford University prior to working for the British Museum. A consummate professional, Dr. Wallace is deeply concerned with the proper collection and analysis of antiquities and specializes in Mesopotamian archaeology and history. He will be happy to give reputable colleagues a tour of dusty storerooms and busy laboratories and can have some of his underlings assist with the search for the Barrow expedition artifacts. An hour or so of searching through files will show where they are shelved. These records indicate that the items brought back from Iraq have not yet been studied and have only been cataloged and examined in a cursory manner. Apparently, there is a great backlog of work and none of the Barrow artifacts warranted immediate attention. The investigators may handle these objects and examine them in a workroom, but none may be removed and a guard is always present. When they are finished, a careful inventory of the examined objects is taken before the investigators are allowed to leave. "Museum rules," states Wallace. "Better safe than sorry." An investigator caught trying to pocket an item will be turned over to police along with his companions and none will again be welcome on museum property. The thief will be tried and convicted of the appropriate crime(s) though a foreigner may be deported after a hearing.

The Barrow expedition, though of limited size, was able to recover scores of items ranging from pottery shards and clay bricks to clay tablets and stone carvings. It is the tablets which should attract the greatest attention. Unless one of the investigators can read cuneiform well, the secrets locked within will remain there until an interpreter can be brought in. None at the museum are available, but inquiries at universities around England will probably meet with success. Of course, convincing an expert to drop everything and come to the museum for a few days or weeks is not easy and will require Persuade rolls and some sort of cash compensation. The museum will permit continued access to the tablets free of charge as long as they are handled with care by qualified people and all information recovered is shared. The details of this are left up to the Keeper.

A linguist working on the tablets has a formidable job. A total of 172 must be translated and many are fragmented or are in poor condition. Each takes an average of a day of painstaking work to translate though the use of multiple translators can greatly shorten the time required. To translate a tablet, a successful Read Sumerian Cuneiform roll is required and the Keeper may also require a successful Spot Hidden roll on some of the more damaged pieces. For those that cannot be translated, another linguist may make the attempt. Eventually all should be translated. To speed up the process, skill rolls may be attempted on a bulk basis, perhaps one for every five or ten tablets.

An analysis of early results reveals to anyone with a History skill of 40% or greater (or Mesopotamian History of 20% or greater) that most of these tablets were indeed from an ancient Babylonian temple dedicated to Enlil as was postulated by Barrow when he was originally conducting the dig. When the combined results of the translations are finally available, they will take ten days to read. A successful Read English roll provides the individual with +1% Occult. Failure of this roll still allows the reader to gain information from the tablets, but not the additional Occult skill. The contents are fascinating to those interested in Mesopotamian history and occult, but will probably bore most others. They contain a lot of mundane information, but ten tablets provide information specifically relating to the Tablets of Destiny. They state that the Tablets were moved from Ekur to a fortress within the walls of the city of Babylon. This was an attempt by priests to safeguard the Tablets at a time when Nippur was threatened by insurrection and civil unrest.



Two tablets inscribed during the reign of Alexander the Great shed some light on the ultimate fate of the Tablets. When Babylon fell to Alexander's armies, the city was sacked and the Tablets disappeared. They theorize that one of Alexander's generals, Xerxes, stole the Tablets and took them back to Macedonia. This revelation is a great historical discovery and should immediately cause the investigators to begin tracking down Xerxes.

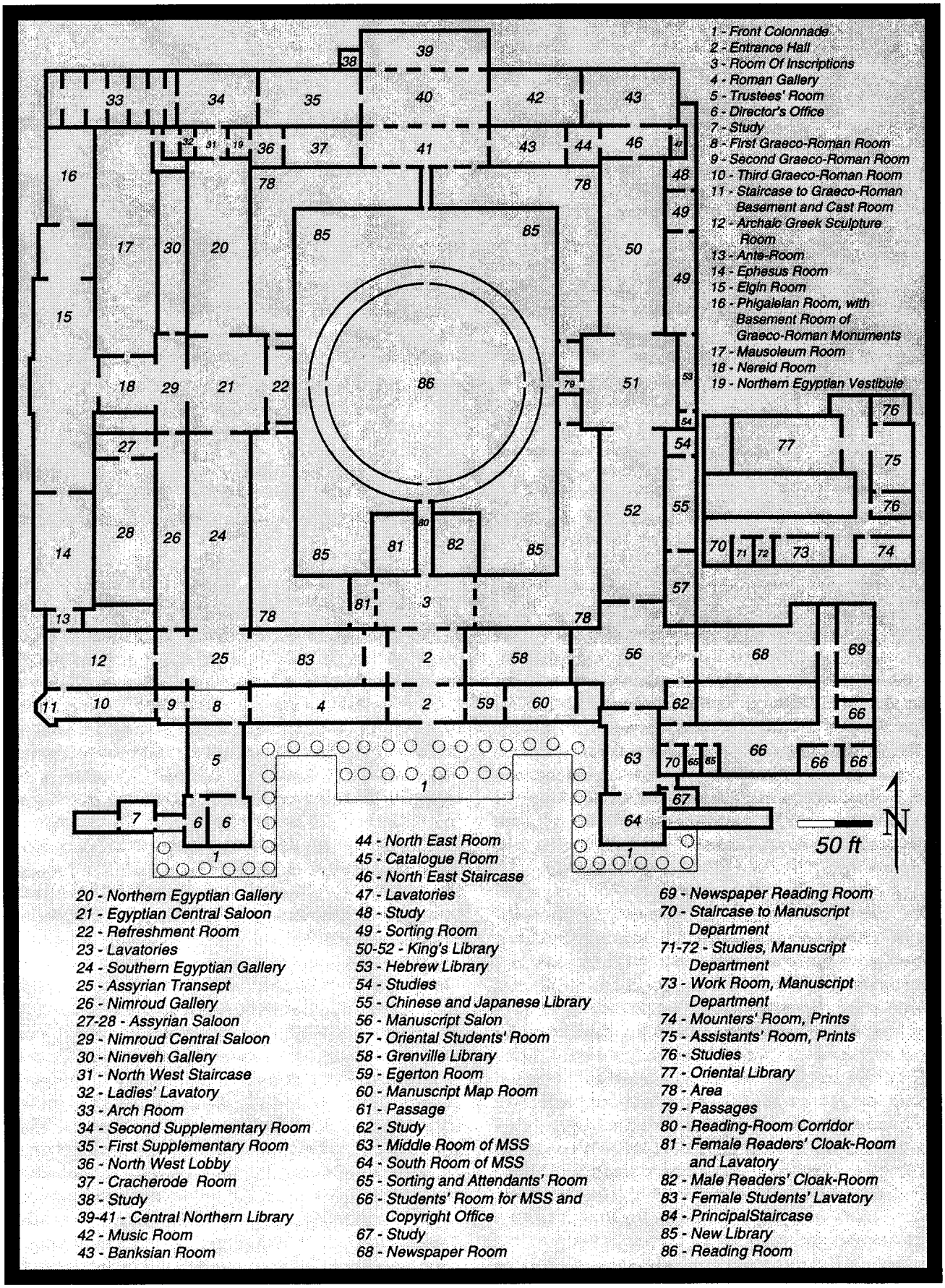
Further Research

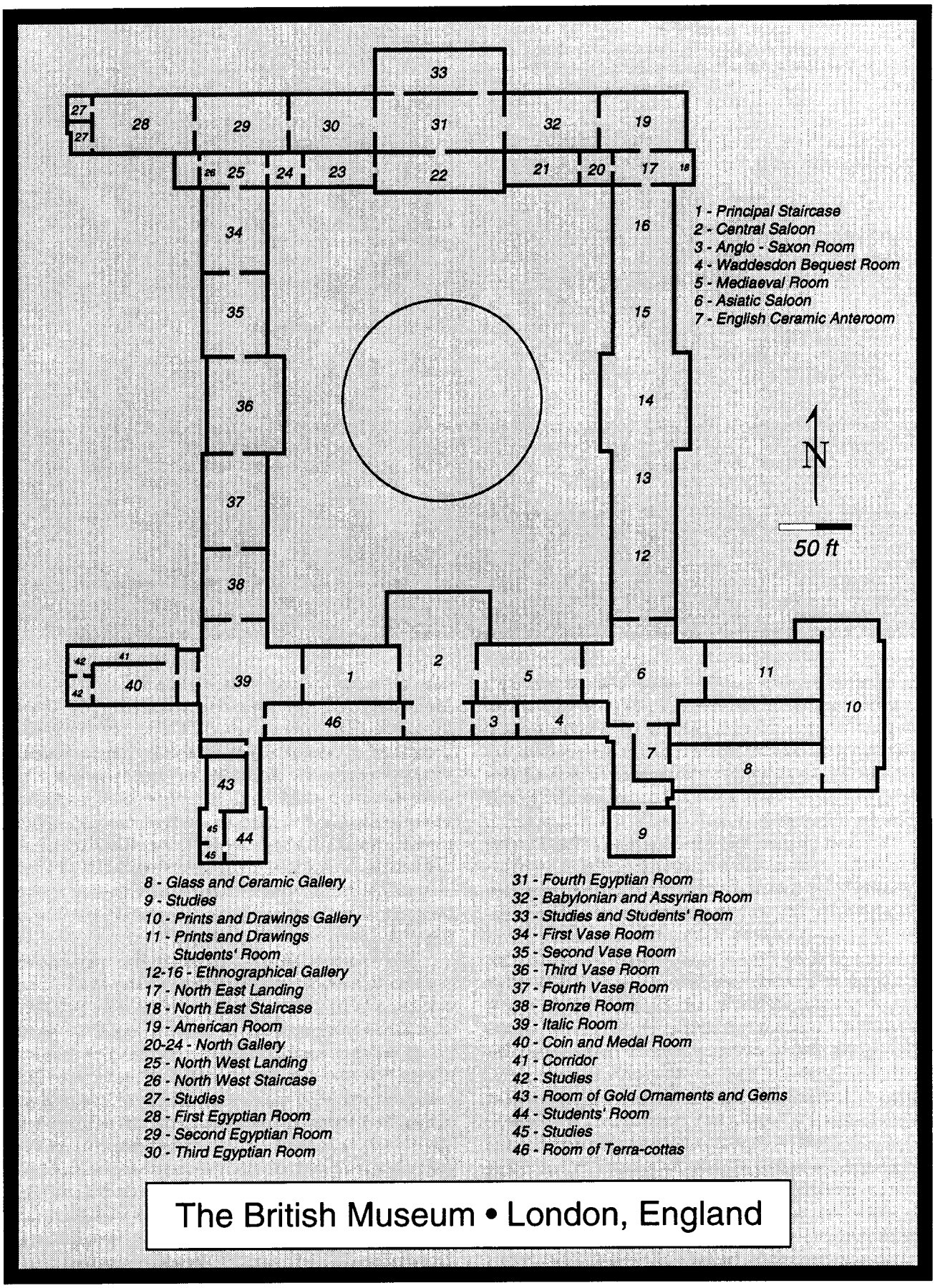
With the above information in hand, the investigators will immediately beat a track to the library to confirm or follow up on the statements in the tablets. Possible research topics include looking up more on Mesopotamia and researching Xerxes. A day of searching through the libraries of the British Museum will, with a successful Library Use roll, uncover several books on Mesopotamia. One, *Archaeological Sites of Mesopotamia,* provides a comprehensive listing and description of digs conducted in Mesopotamia between the mid-1800s and 1922. Published in London in 1923 by Barr & Thurgood Press, this book can be obtained in many of the better libraries of the British Isles as well as a few in the United States. In one section it describes the discovery and excavation of the fortress in Babylon and documents its destruction and looting by Alexander's troops in the fourth century B.C. The author, Herbert Whitley of Cambridge University, mentions nothing about the Tablets of Destiny or the fate of items stolen from the fortress. Dr. Whitley still lives and teaches at Cambridge. He welcomes interviews which can be conducted at his office at the University. Note that neither the book nor Whitley existed in real life.

Should investigators fail to locate Whitley's book, a Luck roll will allow Dr. Wallace or any other British academic in the areas of archaeology or Mesopotamian history to suggest the investigators go look up Dr. Whitley. "He's mad for this sort of thing."

Meeting Dr. Whitley

Born in 1860, Whitley is now in his early seventies and the years have not been kind. Physically, he suffers from moderate arthritis and has trouble hearing. Mentally, he is somewhat unstable, being prone to unprovoked fits of anger over extremely petty matters such as the proper temperature of tea. He has lived alone since the death of his wife in 1920, but is often visited by his youngest daughter, Alice. She is a 35 year old nurse who lives in London and is always concerned about her father's welfare. Over her objections, he still lectures at Cambridge University and his knowledge even now is excellent. Colleagues believe him to be competent, but most also believe it would be in his


1 - Front Colonnade
2 - Entrance Hall
3 - Room Of Inscriptions
4 - Roman Gallery
5 - Trustees' Room
6 - Director's Office
7 - Study
8 - First Graeco-Roman Room
9 - Second Graeco-Roman Room
10 - Third Graeco-Roman Room
11 - Staircase to Graeco-Roman Basement and Cast Room
12 - Archaic Greek Sculpture Room
13 - Ante-Room
14 - Ephesus Room
15 - Elgin Room
16 - Phigaleian Room, with Basement Room of Graeco-Roman Monuments
17 - Mausoleum Room
18 - Nereid Room
19 - Northern Egyptian Vestibule
20 - Northern Egyptian Gallery
21 - Egyptian Central Saloon
22 - Refreshment Room
23 - Lavatories
24 - Southern Egyptian Gallery
25 - Assyrian Transept
26 - Nimroud Gallery
27-28 - Assyrian Saloon
29 - Nimroud Central Saloon
30 - Nineveh Gallery
31 - North West Staircase
32 - Ladies' Lavatory
33 - Arch Room
34 - Second Supplementary Room
35 - First Supplementary Room
36 - North West Lobby
37 - Cracherode Room
38 - Study
39-41 - Central Northern Library
42 - Music Room
43 - Banksian Room
44 - North East Room
45 - Catalogue Room
46 - North East Staircase
47 - Lavatories
48 - Study
49 - Sorting Room
50-52 - King's Library
53 - Hebrew Library
54 - Studies
55 - Chinese and Japanese Library
56 - Manuscript Salon
57 - Oriental Students' Room
58 - Grenville Library
59 - Egerton Room
60 - Manuscript Map Room
61 - Passage
62 - Study
63 - Middle Room of MSS
64 - South Room of MSS
65 - Sorting and Attendants' Room
66 - Students' Room for MSS and Copyright Office
67 - Study
68 - Newspaper Room
69 - Newspaper Reading Room
70 - Staircase to Manuscript Department
71-72 - Studies, Manuscript Department
73 - Work Room, Manuscript Department
74 - Mounters' Room, Prints
75 - Assistants' Room, Prints
76 - Studies
77 - Oriental Library
78 - Area
79 - Passages
80 - Reading-Room Corridor
81 - Female Readers' Cloak-Room and Lavatory
82 - Male Readers' Cloak-Room
83 - Female Students' Lavatory
84 - PrincipalStaircase
85 - New Library
86 - Reading Room
50 ft
N


1 - Principal Staircase
2 - Central Saloon
3 - Anglo - Saxon Room
4 - Waddesdon Bequest Room
5 - Mediaeval Room
6 - Asiatic Saloon
7 - English Ceramic Anteroom
N
50 ft
8 - Glass and Ceramic Gallery
9 - Studies
10 - Prints and Drawings Gallery
11 - Prints and Drawings Students' Room
12-16 - Ethnographical Gallery
17 - North East Landing
18 - North East Staircase
19 - American Room
20-24 - North Gallery
25 - North West Landing
26 - North West Staircase
27 - Studies
28 - First Egyptian Room
29 - Second Egyptian Room
30 - Third Egyptian Room
31 - Fourth Egyptian Room
32 - Babylonian and Assyrian Room
33 - Studies and Students' Room
34 - First Vase Room
35 - Second Vase Room
36 - Third Vase Room
37 - Fourth Vase Room
38 - Bronze Room
39 - Italic Room
40 - Coin and Medal Room
41 - Corridor
42 - Studies
43 - Room of Gold Ornaments and Gems
44 - Students' Room
45 - Studies
46 - Room of Terra-cottas
The British Museum • London, England

best interest to retire. This has never entered Whitley's mind. He is too dedicated to his profession to even consider giving up. Investigators wishing to interview him can easily get an appointment and can meet him at his office around noon on any weekday. He will happily discuss ancient history and religion with interested parties and is a wealth of obscure information.

The obvious specific questions relate to the destruction of the fortress in Babylon and the fate of its contents plus knowledge gained from excavations of various sites around Iraq. Dr. Whitley can answer such questions and is the best source since little of this information has reached books or periodicals. He will inform interested listeners that the fortress was overwhelmed by Macedonian invaders during the sacking of Babylon and that the spoils, including prisoners, were probably taken back to their homes. If the subject of the Tablets of Destiny comes up and it is revealed the Tablets may have been at the fortress at some point, Whitley will become extremely interested in the activities of the investigators.

Should Whitley come to believe that the investigators are going to attempt to recover the Tablets, he will ask to join in this momentous project. Despite his rather advanced age and poor physical condition, Whitley insists he is indispensable — and he's not exaggerating. His personal library is a great asset to the investigators, and his knowledge of ancient cultures of the Middle East is impeccable. In addition, his credentials and reputation can be of help to the investigators in their researches, especially if they have committed some sort of blunder that has made them less than welcome at the British Museum or elsewhere. One potential source of aggravation is Alice Whitley who will vehemently object to her father's departure and will implore the investigators to leave him alone. If he does go, she will not join the group — investigators may ask her to come along and help tend to her father — unless the Keeper feels the group is too small and lacks a member with important medical skills.

If they agree to allow Whitley to join them or otherwise manage to gain his assistance, a few days in his library searching books, notes, and journals is very profitable. Note that Whitley can be vindictive if his request to join the group is denied and he may bar access to his personal library. This is not automatic; successful Persuade and Luck rolls can avert this. What is clear after research at his library is that the Tablets are almost certainly not at the fortress since it was completely excavated by competent archaeologists years ago. Nor should they be in Nippur since it was excavated decades ago, as the investigators may well know. However, information on Xerxes is available here as well as in the British Museum library. The usual successful Library Use rolls will uncover several books mentioning

Xerxes. Entries on him are limited to a paragraph at best. If the group has horrible luck and cannot succeed in any Library Use rolls, the Keeper may choose to have Whitley step in and assist since he knows his library well.

The Enright Investigation

Thorough investigators who possess specific information about Douglas Enright may want to check out his London residence. Reasons for this can vary from the fear of a large cult indigenous to London to the hope of gaining clues or information. Regardless of the reason, an investigation of the Enright family can be interesting and have some benefits.

Background investigation on the Enrights will turn up only small amounts of information. The telephone directory lists several Enrights, but only one "Enright, D." The address is in a moderate-income neighborhood and a drive-by of the residence shows it to be a two story brick rowhouse. Nothing is in newspapers relating to the Enrights, or anything else of interest for that matter. If neighbors are interviewed and the appropriate communications rolls succeed, it can be confirmed that Douglas Enright owns the house though he has been out of town for months. His wife, Diana, and son, Michael, are still there. Further research on the Enrights is fruitless. Douglas has not worked in London for years and the family is not noteworthy enough to earn mention in a society page.

Diana and Michael

Diana is the forty year old mother of ten year old Michael. She is a non-cultist who is devoted to her son and spends most of her time ensuring he is raised right. Douglas was good enough to make sure the family's finances were secure and Diana has taken charge of the bank account. Her competent administering of this money keeps her and Michael in a comfortable, but not lavish, lifestyle. Douglas has not seen his wife since 1929 and the only contact they have had has been by mail. If he still lives, she is writing him at his current residence in New York City.

If she is interviewed in a nonthreatening manner, much can be learned from a casual conversation. However, starting such a conversation may be difficult and it may require time to earn her confidence. She has no particular reason to keep any information secret since she has no knowledge of her husband's true activities. To her knowledge, he is working on a research project for Harvard University. In a casual conversation, she can say he is a parapsychologist and historian and is working with colleagues in the United States on a project relating to Indian folklore in New England. Prior to this, he was in Japan researching religions there and apparently the ultimate goal is to conduct some sort of comparison of Japanese and Native American religions. Although this is all bogus, it is the truth as far as she knows. What is important is that she can say she is writing to her husband in New York City. While getting a specific address from her is probably unrealistic, a search of her purse will reveal a slip of paper with his current address on it (Room 305 of the New York Hilton). The address can also be found on a notepad in a nightstand drawer in her bedroom. If Douglas was killed in preceding chapters, she is probably still unaware of it.

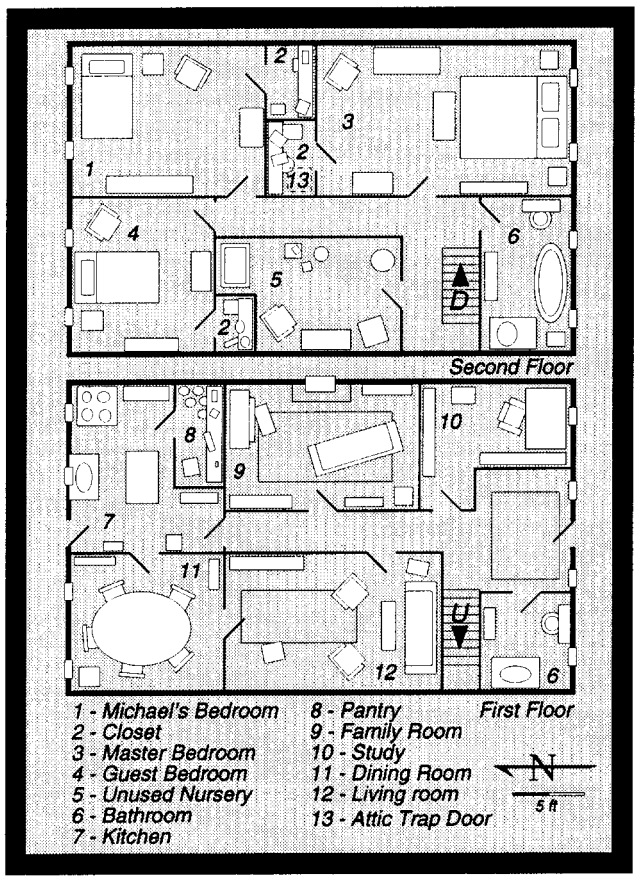
Of course, the investigators may just assume Diana and maybe even Michael are cultists. Observation of the structure reveals nothing out of the ordinary and may turn out to be a frustrating waste of time. The group may decide to carry out some sort of out-of-control assault on the house or a subtle break-in. In either case, the residents pose little threat. However, neighbors will be quick to call police if trouble is detected. If Diana is confronted, she will take no offensive action and only seek to escape with her son. The only time she may resort to violence is to defend her son or herself from attack. She is ill-equipped for this and at best can only use an available weapon (fireplace poker, butcher knife, candlestick, or whatever) at base skill. No statistics are given for Diana or Michael. If the situation degrades to combat, Diana has a STR, CON, and SIZ each of 10 and a DEX of 16. This gives her a damage bonus of +0 and ten hit points. Michael has a DEX of 8 and eight hit points and is ineffective in combat, but can warn neighbors and police.

Xerxes

One of many of Alexander's generals, this fictitious Macedonian earned his benefactor's favor after successful campaigns in Asia Minor and ultimately was awarded governorship of an area of present-day Turkey around the town of Alexandropolis. He took part in the fall of Babylon after which he returned to Alexandropolis where he died of cholera. Little beyond this is documented since Xerxes was one of many generals and did not have a particularly noteworthy career.

Alexandropolis

This (fictitious) large town was named for Alexander the Great after it was taken by him in the fourth century B.C. It was a semi-important economic and trading center in Alexander's time, but several decades after the death of Xerxes, it was sacked by marauders. The ruins were soon buried and until recently, only farms covered it. A local farmer discovered the ruins after plowing up pottery shards and bits of worked stone. The Turkish government was informed and now the site is being excavated by archaeologists from the British Museum and the University of Pennsylvania. The government is taking an active part and has supplied some logistical support, laborers, and guards. They allow no items discovered to be removed from the country, but they may be freely examined before being turned over to the Akreoloji Muzesi, a museum of archaeology in Ankara. In charge of the dig is Dr. Cedric Morrow of the British Museum. He has an excellent record of field work and is known for his involvement in several digs in Iraq, Palestine, Syria, and Egypt. Second in charge is Dr. Felix Mercer of the University of Pennsylvania. Although his credentials are not as good as Morrow's, he is still a highly skilled member of his profession.



The Enright Rowhouse

The house itself is a reasonably normal London residence. One room is a small study in which most of Douglas' time was spent prior to his association with the Cult of Ithaqua. In it can be found shelves containing a plethora of occult books. Among these is the twelve volume 1911 edition of Sir James George Frazer's *The Golden Bough*. Reading this takes one week per volume and the SAN loss for the set is 0/1D2. A successful Read English roll upon completion of the books is rewarded with +5% Occult skill. Only investigators who know what to look for should have any chance of finding these volumes and realizing their significance. The study also has three framed diplomas hanging on one wall. Each is one of Douglas' Masters degrees: M.S. in Psychology from Cambridge University, M.A. in History from Miskatonic University, and M.A. in Anthropology from the University of Chicago. An oak desk in the center of the room contains miscellaneous papers and documents of no relevance to the scenario. However, in the top middle drawer can be found several loose keys. One fits Diana's Austin Seven sedan that can be found parked outside. One fits the house, one fits the padlock of a chest in the attic that is described in the next paragraph, and two are useless and fit no lock in the house. The other rooms of the first and second floor are normal and dreadfully boring.

It is the attic that is of greatest interest. It can only be reached through a trap door in the ceiling of the closet of the master bedroom. A folding step ladder in the closet permits easy access to the trap door which can be swung down. Those who investigate the attic will find it to be an area with a low, peaked ceiling containing crates and boxes of all sorts of junk. Cobwebs and dust coat everything and it is obvious no one other than spiders and their prey have been up here in months. However, among the various crates of knick-knacks can be found a fine polished oak chest with brass fittings. A padlock (STR 9) prevents it from being opened though a key fitting it can be found in the desk in Douglas' study. Maneuvering the trunk out of the attic is difficult to do quietly, especially since it must be upended and the contents will noisily shift. On the other hand, it could be pried open where it sits if the intruders are under no pressure from bothersome constables or a shrieking Diana Enright.

The goodies in the chest will greatly interest those who study the occult and paranormal phenomena. What follows is an inventory and description of the contents.

1. One copy of *Eltdown Shards*. Written by Reverend Arthur Brooke Winters-Hall in 1912. It is a thick brochure causing the reader 1D4/1D8 SAN loss, but providing him or her with +11% to Cthulhu Mythos skill. It has a x2 spell multiplier and contains whatever spells the Keeper sees fit to include.

2. The three volume set of the *Journals of Douglas Enright*. Each of these is a thick, handwritten, fabric bound volume containing observations taken over ten years of study of the paranormal. They are written in English and take ten days each to read. SAN loss for the set is 0/1D2 and a successful Read English roll earns +2% Occult skill. Parapsychologists who read these will probably find similarities to their own journals and diaries. Much of the information is interesting, but not particularly unexpected (studies of covens of witches, examinations of alleged haunted houses, research on monoliths around Britain, etc.). If the Keeper so wishes, they can contain clues leading the investigators into red herrings of his or her own creation.

The last volume is of greatest interest to the investigators. It ends in early 1926 and indicates that a fourth volume was started though where this book may be is not revealed. The last chapter is what is important. More on it is given in the Red Herring that follows this chapter, entitled "The Monolith."

3. Enright's coin collection. Over two hundred coins can be found in a leather and wood box. Some date back to the final decades of the Roman Empire while others are from as late as the nineteenth century. The total value to collectors is in the one thousand to two thousand dollar range and investigators who are strapped for cash may find this to be a vital windfall.

4. Portfolio. A large document case contains scores of photographs documenting various sites Enright studied

between 1918 and 1926. When compared with the contents of the journals, Enright's work can be followed quite easily. Note that throughout almost all of this period, he was not yet a worshipper of Ithaqua. Two photos buried within the portfolio are of the monolith that is central to the Red Herring following this chapter.

5. Folding camera. This is a five year old camera that is fairly expensive, but normal. A box of unused film comes with it.

Next Course of Action

By this time, it should be obvious that the best choice is to go to Alexandropolis. However, if the investigators fail in the investigation in England or jump the gun after finding out that Nippur is Enlil's city, they may decide to travel there instead. What follows is the description of events pertaining to Nippur. As visitors to those ancient ruins will soon find out, the cult is also aware of Nippur and is leaving nothing to chance. Worse threats can be there than mere cultists, especially if Ithaqua's life essence was released from the Temple of the Winds during Chapter Six. After that, a section on Alexandropolis is provided.

Stats

Dr. Ian Barrow, anthropologist and son of Alfred Barrow
Nationality: American

STR	13	DEX	12	INT	15	CON	13
APP	14	POW	13	SIZ	13	EDU	18
SAN	64	Luck	65	HP	13	Age	25

Damage Bonus: +1D4
First Appears: as the Keeper sees fit
Education: Ph.D. in Anthropology and M.A. in History from Indiana University
Skills: Anthropology 62%, Archaeology 56%, Bargain 20%, Biology 6%, Cartography 10%, Chemistry 11%, Climb 48%, Credit Rating 39%, Cthulhu Mythos 2%, Drive Automobile 36%, Electrical Repair 21%, Fast Talk 23%, Geology 40%, History 65%, Law 12%, Library Use 70%, Listen 40%, Mechanical Repair 31%, Land Navigation 34%, Occult 32%, Persuade 50%, Psychology 18%, Ride 33%, Spot Hidden 56%, Swim 30%
Languages: English 97%, German 56%, Ancient Greek 67%, Latin 60%
Attacks: none above base skill
Notes: Ian is the son of Alfred Barrow and can replace him in the event of his untimely demise. He has just become an assistant professor of history at Boston College having followed a similar educational pattern to his father. If he learns of his father's death or serious injury, he will drop everything, take a leave of absence, and rush to find out what happened. Alfred has kept his son up to date by mail and Ian is generally familiar with what is going on with the investigators. Ian shares Alfred's interest in the unknown and legendary tales, but is more down to earth and practical than his father. If the investigators convince him of the validity of their stories and claims (a Persuade roll or two is appropriate), he may join them. Remember that this is a major imposition for him, however. It will probably cost him his newly acquired position at Boston College and disrupt other aspects of his life. At the very least, he can assist in research in the United States and allow the investigators access to his father's journals stored at the family house in Portland, Maine. In more extreme circumstances, he could very well join the group (possibly played by a player who has lost his or her character) and become an important member.

Evelyn Barrow Bohanen, daughter of Alfred Barrow
Nationality: American

STR	8	DEX	17	INT	14	CON	11
APP	14	POW	13	SIZ	9	EDU	13
SAN	57	Luck	65	HP	10	Age:	23

Damage Bonus: +0
First Appears: Portland, Maine
Education: high school, plus self-taught and tutoring by parents
Skills: Accounting 15%, Anthropology 11%, Archaeology 9%, Art History 43%, Bargain 19%, Credit Rating 30%, Drive Automobile 28%, First Aid 40%, History 44%, Law 9%, Library Use 64%, Listen 60%, Occult 25%, Persuade 58%, Play Piano 50%, Psychology 20%, Recite Poetry 47%, Ride 25%, Spot Hidden 38%, Swim 35%
Languages: English 85%, French 12%
Attacks: none above base skill
Notes: Evelyn is the intelligent and articulate daughter of Dr. Alfred Barrow. Having recently become a widow (her husband, Winston Bohanen, died in a boating accident in the summer of 1929), she now lives alone in the Barrow family home in Portland, Maine. She can be of assistance to the investigators there or can be a hindrance. Worse, if the cult captures her, she will reveal information and can even serve as a hostage. Despite her lack of higher education, she is well read and knowledgeable on numerous subjects. She will not join the group except in the most extreme or unusual of circumstances.

Henry Benson, teacher and cult priest
Nationality: American

STR	12	DEX	14	INT	15	CON	13
APP	12	POW	20	SIZ	11	EDU	15
SAN	0	Luck	100	HP	12	Age:	23

Damage Bonus: +0
First Appears: New York City, New York
Education: M.A. in History from the University of Florida, Miami
Skills: Anthropology 5%, Archaeology 5%, Climb 46%, Conceal 38%, Credit Rating 21%, Cthulhu Mythos 20%, Dodge 38%, Drive Automobile 26%, Fast Talk 20%, Hide 30%, History 59%, Library Use 57%, Listen 45%, Occult 35%, Persuade 49%, Play Billiards 75%, Psychology 31%, Sneak 29%, Spot Hidden 50%, Swim 39%
Languages: English 90%, French 67%
Attacks:
Handgun Attack 28%, 1D6 damage (.25 semi-automatic pistol)
Fist/Punch Attack 56%, 1D3 damage
Spells: Call/Dismiss Ithaqua, Chill of the Wendigo, Dominate, Shrivelling, Voorish Sign, Ritual of Devotion, Ritual of Power
Notes: Benson is a teacher in one of New York City's secondary schools and specializes in History and French. He is one of the youngest priests in the cult and is showing a lot of promise. In the event Reinhold Blair is unavailable, he will lead the team assigned to track down and kill or delay the investigators. If Blair lives, he will join Higginbotham's group since Blair's overbearing personality is too much for him to deal with. Benson will employ less violent and certainly less gratuitous tactics than would Blair, but this does not mean he will shun violence or even atrocities where they serve an important purpose in his judgement.

Dr. Nathan Higginbotham, archaeologist and cult leader
Nationality: English

STR	15	DEX	11	INT	15	CON	14
APP	9	POW	16	SIZ	15	EDU	21
SAN	0	Luck	80	HP	15	Age:	49

Damage Bonus: +1D4
First Appears: New York City, New York
Education: Ph.D. in Archaeology, Ph.D. in History, and M.A. in Cartography from Oxford University
Skills: Anthropology 43%, Archaeology 88%, Art History 56%, Astronomy 10%, Bargain 26%, Cartography 61%, Climb 60%, Cartography 25%, Conceal 30%, Credit Rating 55%, Cthulhu Mythos 19%, Drive Automobile 31%, Geology 27%, History 87%, Jump 40%, Library Use 80%, Listen 51%, Land Navigation 39%, Occult 66%, Persuade 40%, Photography 31%, Psychology 11%, Ride 46%, Spot Hidden 65%, Swim 34%
Languages: Arabic 62%, Egyptian Hieroglyphs 11%, English 100%, German 57%, Greek 95%, Hebrew 93%, Latin 94%, Sumerian Cuneiform 60%, Turkish 5%
Attacks:
Rifle Attack 35%, 2D6+4 damage (.303 bolt-action rifle)
Handgun Attack 34%, 1D10+2 damage (.455 revolver)
Fist/Punch Attack 60%, 1D3+db damage
Small Club Attack 30%, 1D6+db damage (archaeologist's hammer or butt of revolver)
Spells: Commune, Ritual of Devotion
Notes: In his own mind a budding priest, Nathan's main value to the cult is as an archaeologist. Not only is he experienced and competent, he possesses a large battery of language skills. He is familiar with the history and legends surrounding the Tablets of Destiny and has a number of theories concerning their whereabouts. Higginbotham does have a rather inflated ego, but this will generally not affect the progress of the group he leads. He could very well be known by his reputation by some in the group if they succeed at a critical Knowledge roll. Note that while he has transcribed a fair number of spells into his journal, he has only memorized two and is not a natural-born cult leader despite his large Education and decent Intelligence.

Dr. Victor Wallace, head of the Mesopotamian collection at the British Museum
Nationality: English

STR	11	DEX	12	INT	15	CON	9
APP	13	POW	14	SIZ	12	EDU	22
SAN	61	Luck	70	HP	11	Age:	60

Damage Bonus: +0
First Appears: London
Education: Ph.D. in Archaeology from Oxford University
Skills: Anthropology 40%, Archaeology 85%, Cartography 33%, Credit Rating 54%, Drive Automobile 31%, Geology 38%, History 67%, Library Use 80%, Occult 50%, Persuade 55%, Psychology 21%, Spot Hidden 48%
Languages: Egyptian Hieroglyphs 72%, English 100%, German 71%, Greek 90%, Latin 60%, Sumerian Cuneiform 77%
Attacks: none above base skill
Notes: Wallace was once a professor at Oxford University, but now heads the Mesopotamian collection at the British Museum. His professional knowledge is excellent though his field experience is not particularly great. When colleagues visit the museum, he is happy to provide a tour and assist them in their research and studies. He is aware of the operations at Alexandropolis and receives periodic reports from Dr. Morrow who leads the expedition. If the investigators are on his good side and want to visit the dig, he may provide letters of introduction and other documentation that will assist them in their dealings with the Turkish government and Morrow. Wallace will not tolerate rudeness or, worse, thievery and will happily have rude people ejected from the museum and thieves tossed in jail.

Dr. Herbert Whitley, Cambridge University professor
Nationality: English

STR	4	DEX	5	INT	14	CON	5
APP	7	POW	14	SIZ	11	EDU	24
SAN	30	Luck	70	HP	8	Age:	71

Damage Penalty: -1D4
First Appears: Cambridge University
Education: Ph.D. in Archaeology from Cambridge University
Skills: Anthropology 50%, Archaeology 95%, Bargain 50%, Cartography 51%, Credit Rating 46%, Geology 32%, History 69%, Mesopotamian History 90%, Library Use 88%, Listen 5%, Occult 55%, Babylonian Occult 89%, Persuade 50%, Spot Hidden 30%
Languages: Arabic 58%, English 100%, German 91%, Ancient Greek 88%, Latin 67%, Phoenician 50%, Sumerian Cuneiform 90%
Attacks: none above base skill. However, he does carry a sword cane, but is clueless as to its proper use.
Notes: This septagenarian has long taught at Cambridge and though he suffers several medical problems including moderate arthritis and hearing loss, he is still a capable and knowledgeable instructor. His knowledge of Mesopotamia is excellent and he has published several books concerning it, one of which the investigators may obtain and use to track him down. If he becomes aware of the investigators' plan to recover the Tablets of Destiny, he will want to join them in order to be in on this momentous project. Should he be permitted to accompany them, the investigators will soon learn he possesses a fiery temper with an irrational nature. He can be set off by the most petty of matters though his actions will be limited to a short burst of verbal abuse. While the group may have to nursemaid him somewhat, his knowledge is invaluable and he knows many things that have not yet been published.

RED HERRING

The Monolith

In the event the investigators acquire Douglas Enright's journals, they may be drawn into this red herring. This section concerns a small cult of Ithaqua worshippers unrelated to the worldwide cult the group is fighting. It converted Enright and it is the events surrounding this that are documented in his journals. If the Keeper wishes, this section may be eliminated — if the players are already having difficulties and cannot afford to lose valuable time, you may steer them away to more productive activities.

Obviously, there is a great chance Enright may never become known to the investigators by name. If the Keeper so chooses, clues leading into this red herring may be found in the British Museum. Enright's journals could be discovered by a researcher in the occult section. If appropriate, the name Charles Hammond may be substituted for Douglas Enright's. For sake of simplicity, Hammond and Enright should be essentially identical and Hammond will have long since left the United Kingdom to assist the cult's efforts elsewhere. From here on, it is assumed this is an investigation of Enright's journal entries.

Enright's Third Journal

The third journal (found in Enright's London home in Chapter Seven) is startling in that it actually documents a person's transition from the life of a relatively normal professional to that of a fanatical cultist. The final chapter is the most important. It begins rather ordinarily by describing Enright's most recent paranormal research project to date. A letter dated December 23, 1925 is referred to and the slightly yellowed original (Player Aid #14) can be found folded within the pages of the diary. The letter is from a Scottish farmer named Andrew MacLaughlin and it speaks of his concerns over the appearances of strange red lights on a neighbor's farm late at night. These lights appear only once or twice monthly but on December 21, an exceptionally large number were seen. MacLaughlin is obviously superstitious (numerous misspellings indicate he is not highly educated either) and fears these are ghostly apparitions that are a bad omen for the area. He asks Enright to intercede, investigate the phenomena, and end it.

The journal next describes how Enright reacted. After the new year, he travelled to the village of Highwater which is close to the MacLaughlin farm. After checking into the village inn, he visited MacLaughlin and got the whole story. He then questioned Richard Long, MacLaughlin's neighbor and the owner of the land on which the lights were seen. Long, who was (and is) actually a worshipper of Ithaqua, claimed to know nothing of the lights since a low hill blocks the line of sight between his farmhouse and the area of the lights. He did describe an ancient monolith in a clearing in that area, one of thousands that may be found in the British Isles. Local children have often snuck onto the property to play at the monolith, but to Long, it is only a minor curiosity sitting on an unused portion of his land.

Enright went on to question the locals, seeking folklore and legends that might explain the sightings. No other witnesses turned up and no stories seemed to relate to strange lights or the monolith. Next, he conducted research on the monolith. Having examined it and the area around it, he found strange runes and inscriptions on the stone. Deciphering them was a difficult process, but through the use of *Eltdown Shards* and other sources, he managed to decrypt the writings somewhat. His conclusion was that the monolith was once dedicated to or important in some way to a little known, ancient wind god named Ethokwa. He shared his findings with both MacLaughlin and Long who seemed perplexed by what was being said.

This is where the journal abruptly changes in style. The January 31 entry indicates that somehow, Enright had a great revelation and became devoted to a "Master," but what exactly happened in the intervening time period is not given. Player Aid #15 gives the specific final entries that are of greatest interest to the investigators.

True Events

The truth of the matter is that MacLaughlin only now was seeing what had been going on for years. Every month on the night of the new moon, ten to fifteen of the local Ithaqua worshippers meet to conduct their dire rites. On the winter solstice, the entire cult shows up, all twenty-four members. MacLaughlin was just noticing the routine activities of the cultists. They were unaware he could see them through the trees. It was hoped that the red glass in the lanterns would dim the lights sufficiently so that the trees would screen out any remaining rays before they could reveal the site. Richard Long is the cult priest who has led the group since the death of his father in 1919.

When Enright came to investigate, he was not very subtle and the cult knew of his presence almost before he

checked into the village inn. They curbed all activities for a while and allowed him to go about his business, feeling secure he would learn nothing. But Enright succeeded in deciphering the runes on the monolith and unfortunately (as mentioned above) informed Long. Long was concerned that Enright's revelation could lead to further study of the standing stone and slam the door on further worship. Worse, the cult could be revealed to the authorities.

His reaction was swift. Several cultists kidnapped Enright late at night and manhandled him to Long's home. There, he was imprisoned for several days. He then was brought before the stone and his sanity was wrecked by the things he saw there. Killing him — though preferable from Long's point of view — was out of the question. It would draw in the police since Enright's presence was well known and was actually sort of an event for the small village. Instead, Long and his cohorts converted the quivering, gibbering Enright to the worship of the "Master."

Once in the clutches of Ithaqua, Enright returned to London. Soon, he came into contact with Nathan Higginbotham and was drawn into the large Cult of Ithaqua. The small Highwater cult had nothing to offer the main cult and was not contacted. To this day it is ignorant of the overall scheme involving their god.

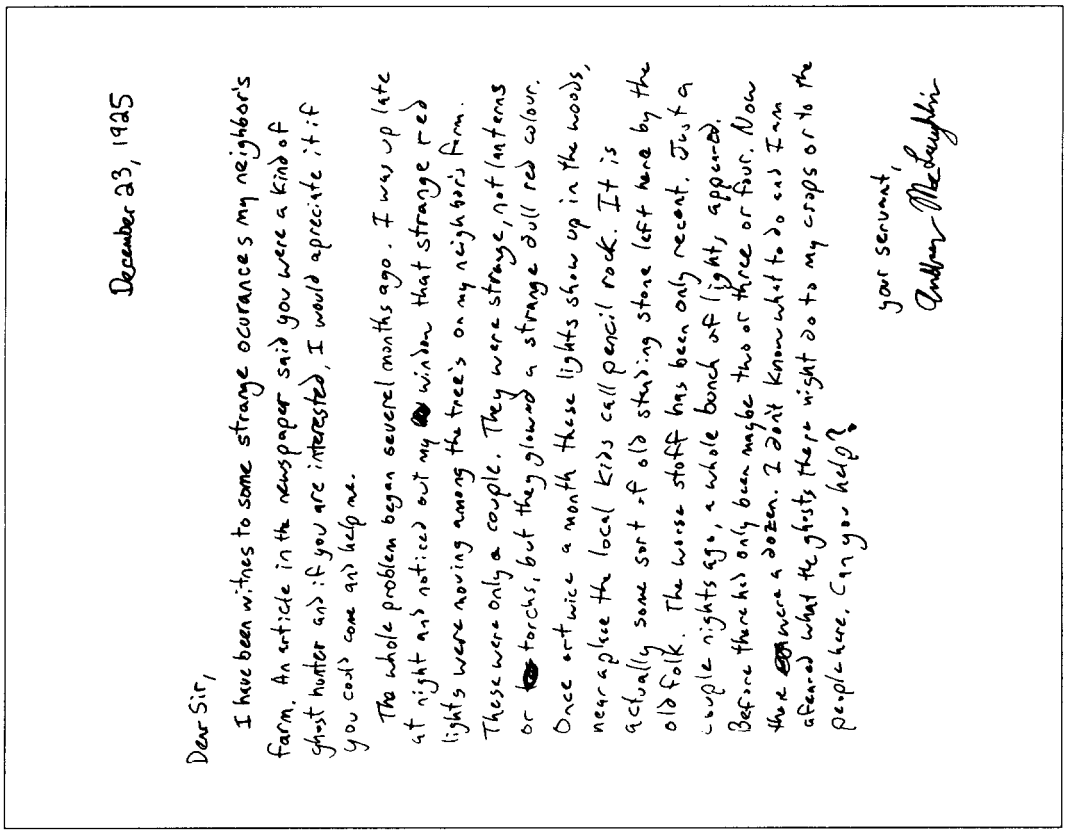
MacLaughlin, in the meantime, was kidnapped and sacrificed. His mangled body was found days later and the authorities determined he was killed in a freak tractor accident. Player Aid #16 is a typical newspaper article that documents the incident.

Current Events

Several years have passed since Enright's experiences in the Highwater area. The cult has quietly gone about its business, worshipping Ithaqua and conducting perhaps a half dozen human sacrifices a year. Long remains in charge and is now training his teenage son, James, the important rites of his religion. Nothing unusual is in newspapers concerning Highwater or the cult and life in Highwater has been painfully dull since Enright's departure.

Highwater itself is a small, fictitious village of less than two hundred inhabitants and its shops help support the surrounding farms. It is located approximately twenty five miles south-southeast of Glasgow and can only be reached by road unless some insane investigators wish to attempt a daring, and possibly very dangerous, plane landing in an open field near town. The main center of social activity is the Highwater Inn which can accommodate up to a dozen guests at any one time. A single room with breakfast costs £1 per day though other meals cost extra. At any given time, 1D6+1 rooms are already occupied. Several shops can be found in the community including the normal artisans (blacksmith, cobbler, etc.) that one might expect.

The MacLaughlin and Long farms are both a mile east of town and are not unusual. The MacLaughlin place is now run by Andrew's son who was discharged from the Royal Navy after the death of his father. He is now married and is still celebrating the birth of his son several months ago. Long's farm is unchanged since the events of early 1926 and



December 23, 1925

Dear Sir,

I have been witnes to some strange ocurances s my neighbor's farm. An article in the newspaper said you were a kind of ghost hunter and if you are interested, I would apreciate it if you could come and help me.

The whole problem began several months ago. I was up late at night and noticed out my window that strange red lights were moving among the trees on my neighbors farm. There were only a couple. They were strange, not lantens or torchs, but they glowed a strange dull red colour. Once or twice a month these lights show up in the woods, near aplace the local kids call pencil rock. It is actually some sort of old standing stone left here by the old folk. The worse stuff has been only recent. Just a couple nights ago, a whole bunch of lights appeared. Before there had only been maybe two or three or four. Now there were a dozen. I don't know what to do and I am afeared what the ghosts there might do to my crops or to the people here. Can you help?

your servant,
Andrew MacLaughlin

Player Aid #14
A letter from Andrew MacLaughlin to Douglas Enright. (London, England)
Note: all errors within this letter are intentional.

Player Aid #15. The final entries in Volume #3 of the Journals of Douglas Enright. (London, England)

December 26, 1925
A letter arrived from one Andrew MacLaughlin of the village of Highwater in Scotland. He claims to have seen some red lights he believes are ghosts near an ancient monolith. I believe I will look into this after the new year. It might be an interesting side note to my studies on British monoliths.

January 5, 1926
Departing for Highwater today. The train will take me to Glasgow where I will have to acquire an auto or perhaps a lorry in order to make it to the village.

January 6, 1926
Forced to spend the night in Glasgow in order to arrange for a dented Baby Austin. Highwater has turned out to be a delightful little community, quite a change from the bustle and pollution of London. I have checked into the inn and contacted Mr. MacLaughlin. He is an odd sort. Perhaps he has allowed his imagination to get away with him. He is overly concerned about the red lights he mentioned in the letter. The man is superstitious in the extreme. I hope my trip isn't wasted. It is not looking very hopeful now. The story he gave in his letter is pretty much all he knows.

January 7, 1926
I began the day by interviewing the owner of the land adjacent to MacLaughlin's. There I found Richard Long and his wife, Emma. Richard is a pleasant enough fellow who like most farmers toils incessantly in order to ensure the productivity of his farm. Neither he nor his wife knew of any lights and he pointed out that a low hill blocks the view from the house to the woods where the monolith is. He escorted me out to the monolith. It proved to be an interesting site. Located in a small, grassy clearing, the stone measures 3'2"x4'0"x11'4". It is rough hewn and grey in colour and probably was brought from a local quarry. A series of fairly chaotic runes and symbols are etched in the stone and I carefully copied all I could find. I also took a couple pictures which I will have developed in London. The lighting was pretty bad so I am not sure how well they will turn out. No other artifacts were in the clearing or the nearby woods. From what I could see here, it is possible that MacLaughlin could have seen lights in the area of the monolith. I must remember to test this theory. I will borrow a lantern from MacLaughlin and place it near the monolith. If it can be seen from his house, maybe there is something in his otherwise unlikely story.

January 8, 1926
The entire day was spent interviewing the area's residents. I sought stories and legends relating to the area, but came up with nothing important and certainly nothing relating to lights or ghosts. The monolith is no secret. All children and most adults know of it and many children have explored it and even climbed atop it.

January 9, 1926
More interviews. No results.

January 10, 1926
I have begun to decipher the runes. They are exceedingly strange and bear little resemblance to any form of writing I am familiar with. I am not sure whether they are words or merely decorative. What I believe is that they do convey some meaning. If no progress is made soon, I will probably travel to Glasgow and look up information on the monolith.

January 11, 1926
I am fighting to decrypt these runes. It is a frustrating process plagued by my own ignorance and the inadequacy of my source material.

January 12, 1926
Breakthrough! It seems there is hope after all to decipher the monolith's runes. I found information in some books that was most helpful in giving me the general gist of what the runes may signify. The Eltdown Shards has given the best information so far. In short, I believe the runes indicate the great stone is perhaps some sort of shrine to a wind deity or entity. If my sources are correct, it may be an ancient and little known god known as Ethokwa. I will have to conduct more research on this subject since the sources I brought with me are woefully inadequate.

January 13, 1926
I spoke with MacLaughlin and Long today in the Long farmhouse. I informed them of my findings and MacLaughlin was very disappointed. Since I made no mention of strange lights or ghostly apparitions, as I am sure is what he expected, MacLaughlin was rather put out and left in a huff. He apparently thought I let him down in some way, but it is not like I can manufacture stories for him. Long was noncommittal. He never believed in any stories anyway and was only putting up with my intrusion out of respect for his neighbor. I will leave town tomorrow or the next day to conduct some final research in Glasgow and London. Perhaps I will return next month to observe the stone from afar, but right now, I think MacLaughlin is probably seeing things that aren't really there.

January 31, 1926
Now I understand completely! How could I have possibly missed the grand revelations in stone? I now go forth to do the Master's good work. I will close this book just as I closed the latest chapter of my life. With open eyes and heart I march triumphantly to do the grand works of the Master. My next journal will document the greatest portion of my life.

Player Aid #16. Glasgow *Post* article, page 2.

HIGHWATER FARMER KILLED

The mangled of remains of Andrew MacLaughlin, a farmer living in the Highwater area, were recovered by police Thursday. According to police, Mr. MacLaughlin was driving his tractor when it overturned on a sleep slope and rolled into a creekbed. Death was probably instantaneous and occurred sometime on Tuesday or Wednesday.

MacLaughlin was a 50 year old widower whose son, Harold, is currently serving aboard a Royal Navy cruiser. Burial is expected to occur once Harold can be brought back from the Mediterranean.

— Glasgow Post, page 2
Friday, January 31, 1926

he is in blissful ignorance of the investigators' intent unless they are blatant in what they are seeking.

The monolith has already been described, but two things have not yet been mentioned. First, it has long been the site for Ithaqua-worship and in previous centuries, the cultists were not quite as subtle as those who live here now. If the clearing is excavated, perhaps by archaeologists in the group, old bones and small items (buckles, metal fittings for clothes, jewelry, etc.) can be unearthed. A good archaeologist, forensicist, or historian can confirm, with the appropriate successful skill rolls, that these are decades and even centuries old and none are from the twentieth century. Today, victims who are killed are properly disposed of. Either the bodies are dumped or buried far away or they are made to look as if they suffered from a violent accident.

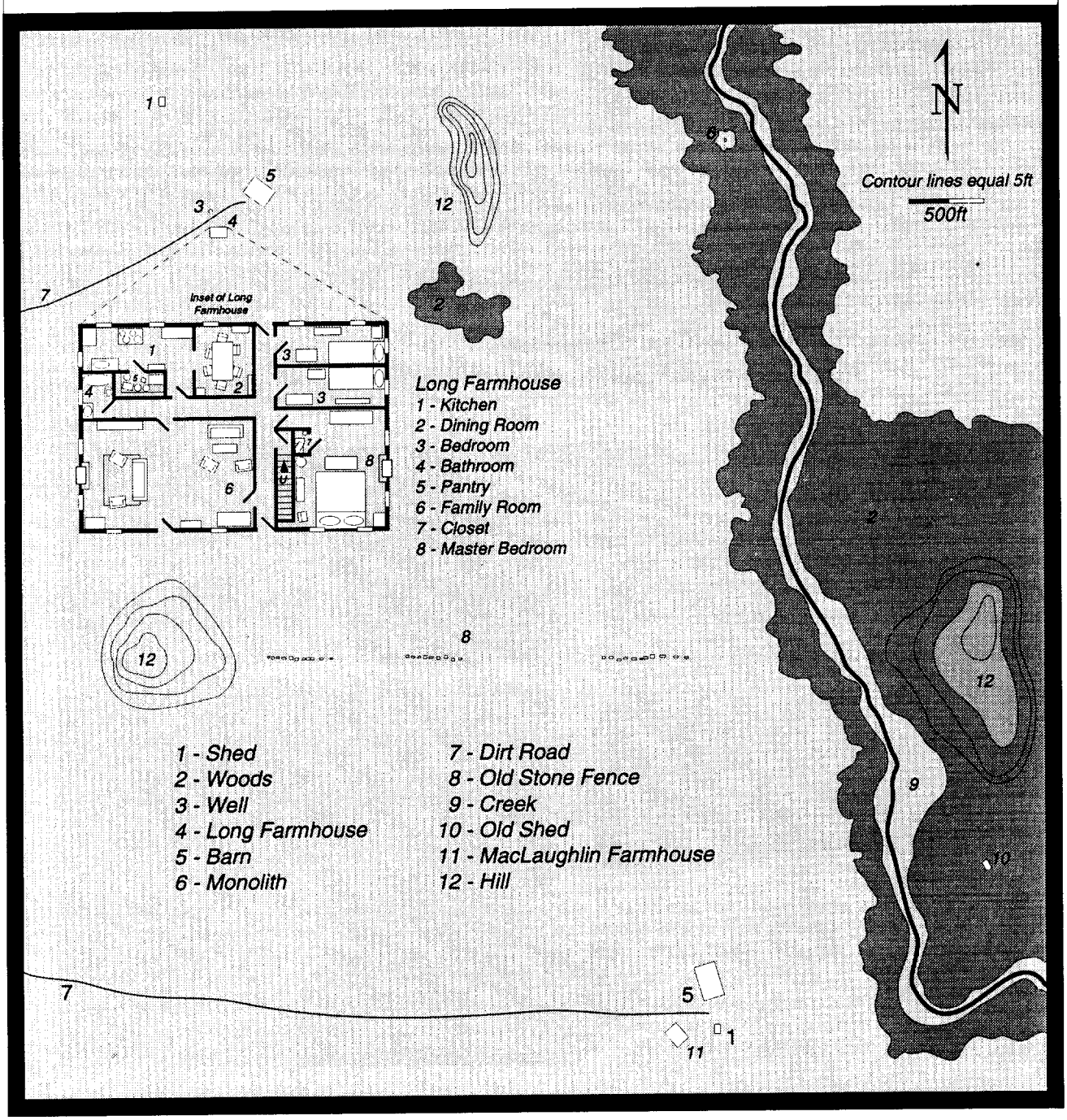
The second and most important detail is that the monolith is on the juncture of two ley lines. Some scholars describe these as invisible conduits of power between various sites in the British Isles. Monoliths and other monuments, such as Stonehenge, supposedly mark areas of great power, possibly generated by the planet's magnetic field which radiates strongest along leys. In this campaign, it is assumed there is validity to these theories. The cult has learned how to tap the power running through these ley lines and use it for special rituals. The spell Channeling is one in Long's repertoire that can tap this power. For those who wish to have a good overview of ley lines, standing

Player Aid #17
Photograph of the Highwater Monolith taken by Douglas Enright

The Long and MacLaughlin Farms

This map of the area shows parts of the two farms. Of greatest importance is the location of the farmhouses, the woods and monolith, and various terrain features. The map is self-explanatory.

The Long farmhouse is also diagramed since it may be the focus of a break-in or assault. It is a single story, stone structure with a tile roof and one fireplace. Within are several rooms: Master bedroom (where Richard and his wife sleep), James' bedroom, family room, kitchen, pantry, and living room. The only firearm in the house is a 20-gauge double barrel shotgun that hangs above the fireplace in the family room. Five boxes of ammunition (buckshot, birdshot, and slug) are stored in a small chest nearby. A door in the kitchen opens onto a set of creaky, wooden stairs that descend to the basement. The basement is a large storage area and may be used as a prison if investigators must be confined somewhere. Four of the five kerosene lanterns on shelves here have red tinted glass instead of the normal clear glass. Two iron rings in the wall under the stairs may be used to manacle one or two prisoners to. Four sets of wrist manacles can be found in a nearby crate. Long carries two keys to these on his key ring and a third key is in a small jar on the mantlepiece in the family room. In the days just prior to a ceremony, a sacrificial victim may be bound and gagged in the basement.



New Spell

CHANNELING: This spell first appeared in an article by Graham Theobalds in Issue Five of *The Unspeakable Oath*. It costs one point of SAN and lets the caster channel magic points from a ley line into other spells. It may only be cast during certain special astronomical events (vernal and autumnal equinoxes, summer and winter solstices, lunar and solar eclipses) which greatly restricts its power. A ley line is a magical flow of energy tied to the Earth that contains 1D10 magic points at any given time, and these points are doubled or even trebled during the aforementioned astronomical events. At a ley nexus (where two or more ley lines cross) each ley may be tapped for points. Once drained, the ley(s) take twenty-four hours to recharge. The Keeper may wish to allow half a ley's available points to be accessed during times of the full moon and new moon. Channeling is not a spell which will be found in books or texts. It is generally passed down orally or obtained from spirits and other supernatural entities.

stones, and other mysteries of ancient Britain, the author recommends Graham Theobalds' article "Mysteries Of Ancient Britain" in issue five of *The Unspeakable Oath*.

From this point on this section is relatively easy to moderate. If the cult lacks knowledge of the investigators' intentions, they will continue their activities unabated. Meetings occur at the monolith on the new moon of each month and some of these involve a human sacrifice. The greatest ritual, bringing together two dozen cultists, occurs on the winter solstice and always involves the sacrifice of at least one victim. The Keeper should use one of the rituals Long knows or create one of his or her own in the event the investigators conduct competent surveillance of the area. The monolith can be visited at any time and is easy to sneak to if Long and his companions are successfully avoided. Long will react to the group in the same way as he did to Enright. He will avoid tipping his hand or using violence, but if he believes the investigators know too much, he will react appropriately. This may require the outlay of a significant amount of power, perhaps through the use of Channeling, whereupon the group may be in dire straits. More on Richard Long is in the Stats section.

Stats

Richard Long, farmer and priest of Ithaqua
Nationality: Scottish

STR	15	DEX	12	INT	15	CON	15
APP	11	POW	17	SIZ	14	EDU	14
SAN	0	Luck	85	HP	15	Age:	55

Damage Bonus: +1D4
First Appears: Highwater (Scotland)
Education: grade school plus extensive tutoring by his father
Skills: Agriculture 50%, Astronomy 21%, Bargain, 22%, Boating 26%, Climb 49%, Cthulhu Mythos 17%, Drive Automobile 25%, Electrical Repair 15%, Hide 44%, Listen 50%, Mechanical Repair 47%, Natural History 75%, Occult 19%, Persuade 38%, Psychology 30%, Ride 35%, Sneak 57%, Spot Hidden 66%, Swim 34%, Throw 30%, Track 39%
Languages: English 81%, Gaelic (Scottish) 47%
Attacks:
Rifle/Shotgun Attack 50%, 2D6/1D6/1D3 damage (20-gauge double barrel shotgun). If slugs are used, damage is 1D10+4.
Fist/Punch Attack 85%, 1D3+db damage
Fighting Knife Attack 41%, 1D4+2+db damage (hunting knife)
Large Club Attack 35%, 1D8+2+db damage (wood axe, if shotgun is used instead, damage is 1D8+db)
Spells: Channeling, Chill of the Wendigo, Contact Ghoul, Mindblast, Ritual of Devotion, Ritual of Knowledge, Ritual of Power, Shrivelling, Wrack
Notes: Richard Long was born and raised on the Long farm by his father, Robert. He is only the latest in a long line of priests that have lived in the area and presided over the cult. His son, James, is now being prepared for succession which occurs on Richard's death. James now knows only Channeling and Ritual of Devotion.

CHAPTER EIGHT

Incident in Iraq

As has already been stated, circumstances may cause the investigators to come to Nippur. Perhaps they are being thorough. Perhaps they have made some grievous error in judgement or have failed to conduct proper research. Regardless, this ancient city, now in ruins, awaits the intrepid group. It contains many mysteries and dangers and can be exceedingly hazardous if the group failed to stop the cult in Chapter Six. If the campaign seems overly long, the Keeper may eliminate this section and discreetly steer those who are astray back to the right path.

On the Road Again

Travelling to Iraq is reasonably simple though not necessarily comfortable. A ship from London can be taken to Beirut in the eastern Mediterranean or to Kuwait in the Persian Gulf. From either port, travel must be overland on primitive roads. An alternative is to travel through Turkey then south into Iraq. Such a trip would be lengthy, but perhaps wise if the group is trying to shake off pursuers. Regardless of the route used, camels and horses will probably be used at least part of the way.

Once in Iraq's capital, Baghdad, the group may wish to gain permission from local authorities to survey and excavate a portion of Nippur. By this time, the magnitude of the project should have entered the minds of at least some of the investigators. In its day, Nippur was a large city. Merely going there and hoping to stumble on the Tablets is a pipe dream at best. The group may be anticipating an encounter with cultists and is hoping to steal the Tablets from them. Regardless, unauthorized excavations are punishable by a prison sentence though visiting the ruins is permitted. Arranging to send an expedition to Nippur legally is not easy. It must appear to the authorities that the group is serious. Not only must they have sufficient funding, but they must have the proper academic credentials which will be confirmed by suspicious government officials. If the group just wants to visit Nippur, no permission is needed though visitors will be warned that removing artifacts is illegal and punishable by prolonged imprisonment in one of Iraq's lovely jails.

Before leaving Baghdad, the investigators may think to check with authorities to find out if any other authorized expeditions are at Nippur. With the appropriate successful Credit Rating, Persuade, or Luck rolls (or perhaps some creative bribery), they can learn that one small expedition is there. It is led by Dr. Erwin Hofstader of the University of Berlin. Anyone familiar with that university either as part of the staff or as a past student may, with a successful Knowledge roll, know of him. He is one of a number of professors there specializing in the study of ancient civilizations. His team is apparently surveying a small portion of the city and is not conducting much in the way of digs.

Note that if the group arrived in Iraq via Kuwait, they may choose to go directly to Nippur rather than to Baghdad. Any intelligent archaeologist or historian should know that the authorities should be checked with first, but by this time, the investigators may not care and may be willing to risk legal repercussions.

Baghdad to Nippur

1930s Baghdad was connected to Nippur by a crude but serviceable road that is suitable for motor vehicle traffic during good weather. For those willing to toss around some

About Iraq

In 1638, the Ottoman Turks conquered Iraq and ruled it until the First World War. During the war, the United Kingdom seized the country and as of 1920, maintained control of it as a British mandate. The League of Nations ended the mandate in 1932 and Iraq became an independent country. King Faisal I rules Iraq during this campaign, having been elected king in 1921. If the investigators arrive before 1932, many of the authorities they encounter will be British. Once independence was achieved, all authorities the group may deal with will be Iraqi though the British still exert significant influence.

During the time covered by the campaign, Iraq is a relatively undeveloped country lacking any form of modern manufacturing capability. An important source of income is petroleum which was first exploited in 1927. Areas near the Tigris and Euphrates rivers are devoted to agriculture while tribesmen herd sheep in plains and desert areas. Wood is a rare commodity, so much so that even telegraph poles are made of iron. Most Iraqis are Arabs and although Islam is by far the dominant religion, small Christian and Jewish populations are also present. The national language is Arabic. Most travel in the country must be accomplished using horses or camels though motor vehicles are present in modest numbers.

cash, a Daimler Benz light truck or perhaps a durable automobile may be rented or purchased. If rented, a security deposit of $200.00 would have to be provided in order to ensure its return. However, to transport a large group would require more than just one or two motor vehicles. Horses or even camels can be obtained in Baghdad along with guides, caretakers for the livestock, diggers, and other hired help.

The investigators may be surprised to find that acquiring horses is more expensive than hiring personnel. Wages per person will not exceed one dollar a day and can be significantly less depending on the outcome of a Bargain roll. However, if they are not careful and take no precautions, a spy for a bandit clan could infiltrate the group. This is where an investigator or trusted NPC who is fluent in Arabic and possesses accomplished communications skills can earn his/her pay. Such individuals may filter out those who intend harm toward the group. In the event some nefarious person is hired, the specifics are left up to the Keeper. Typical activities he may engage in include stealing group equipment (especially firearms, portable valuables, and horses) and spying out the group's ability to withstand a bandit attack. Even non-bandit hirelings will not hesitate to steal group equipment, especially if the possibility of being caught is low. Just being vigilant can curb a lot of thievery.

The trip to Nippur should be a long, but uneventful one. However, there is the possibility of bandits attacking the "rich Europeans," seeking gold, firearms, horses, and other valuables. The chance of this is only slight (a fumbled group Luck roll), but those groups that look especially weak and/or rich have a higher chance of being attacked. Of course, if the session has been slow and the players listless, the Keeper should feel free to stage a bandit raid and liven things up.

Baghdad is approximately ninety miles from Nippur as the crow flies, but the actual distance travelled will be more like one hundred and ten miles. About halfway between the two cities are the ruins of Babylon which the investigators may tour. Nothing of use can be learned in Babylon though the investigators may check it out if they are trying to be thorough. The Baghdad to Nippur trip takes eight hours assuming the vehicles average fifteen miles per hour and they stop for only a half-hour lunch break. Horses take three to six days, but are much more reliable since they don't require spare parts or gasoline.

During the wet season or during foul weather, the drive by motor vehicle may be much longer. A group Luck roll should determine the road conditions. Success indicates fifteen mph can be achieved. Otherwise, the average speed is ten mph. Worse, if the roll is fumbled, the roads are impassible for the foreseeable future. The latter should give the investigators great bleeding ulcers since they are probably feeling the pressure for time by now.

It should not be forgotten that the region in which the group is travelling is part of the most productive agricultural belt in Iraq. Thus, plenty of people live in the area in villages and on farms. While the population density is not particularly heavy, enough are around that there may be witnesses to any strange or illegal activities the investigators are involved in. This does not mean they will receive assistance in case of bandit attack, but the natives will be happy to talk to government officials and troops investigating anything unusual. More importantly, they may render assistance out of a sense of charity or the hope of reward. Remember that while the profit motive (greed) is powerful here, not all should automatically be type-cast into this role, especially those who are more devout practitioners of Islam.

Did the cult break the Seal?

At this point, the scene at Nippur can take two main paths. If the group was successful in Chapter Six and the Great Seal is still intact at the Temple of the Winds, life here is reasonably simple. On the other hand, if the Seal was broken, Nippur is now a strong point for Ithaqua who wishes to reestablish Ekur in all its past glory and splendor. In either case, there are not yet any overt signs of Ithaqua's presence and the Hofstader Expedition is on site. The rest of this chapter has two general descriptions that take into account each of these main possibilities.

Bandits!

Throughout this chapter, bandits are a real fear that must be considered. Whenever there are long trips outside population centers, the risk exists. A fumbled group Luck roll, made perhaps once per week or once per month as the Keeper so decides, indicates such an attack occurs. Note that an expedition camp is not immune from this and may actually be the target of one or more Arab tribes. Bandits are generally poorly armed by European/North American standards and at best possess bolt-action rifles. Percussion rifles and shotguns (very slow to reload, perhaps one shot every four to six rounds) are common and hand-to-hand weapons are still considered a viable method of combat. The investigators should possess more firepower on a per capita basis, but should also be outnumbered by anywhere from three to five to one. If they are overwhelmed, many bandits will not take prisoners since dead people are very poor witnesses. However, determined resistance from the investigators has an excellent chance of driving off attackers who are not suicidal or insane. Of course, groups that fail to establish a decent night defense including armed guards are just asking to be captured and/or killed by marauders.

A greater danger can be a cult hit squad led by Reinhold Blair or someone like him. They would dearly love to catch the group out on some lonely stretch of road. Worse, they could hire a group of bandits or even an entire Arab tribe to help them do their dirty work. Incentive for the marauders would be loot from the investigators as well as a reasonably substantial payment from Blair in the form of gold coins and perhaps a few decent weapons.

Ten Arab Bandits/Guards

These can be used and reused as necessary and are reasonably typical of the nefarious types that can be encountered in Iraq. They may serve as guards for the Hofstader Expedition and bandits that attack the investigators. If necessary, they may even serve as guards hired by the investigators.

	Abdul	Achmet	Ali	Fouad	Hakim	Hassan	Hussein	Kassem	Mudir	Rashid
STR	12	9	10	14	12	16	15	14	17	11
DEX	8	10	7	16	15	13	11	16	12	18
INT	13	9	15	13	9	15	12	12	13	10
CON	12	13	13	11	15	15	12	10	18	16
APP	8	12	15	9	9	14	10	12	12	14
POW	10	10	17	9	13	8	14	12	13	11
SIZ	11	11	13	12	12	14	15	13	16	14
EDU	4	5	10	5	8	9	7	9	6	10
SAN	44	40	79	45	61	43	67	60	66	70
Luck	50	50	85	45	65	40	70	60	65	55
Hits	12	12	13	12	14	15	14	12	17	15
Age	16	18	30	25	22	18	25	21	27	31
Damage Bonus	+0	+0	+0	+1D4	+0	+1D4	+1D4	+1D4	+1D4	+1D4

Education: no formal education

Skills Common to All: Bargain 20%, Climb 50%, Conceal 50%, Dodge (DEXx2)+20%, Hide 50%, Jump 30%, Listen 50%, Natural History 45%, Land Navigation 40%, Persuade 25%, Ride 60%, Sneak 70%, Spot Hidden 70%, Throw 35%

Languages: All have Arabic 60% to 80%. Ali and Hussein each have Turkish 50%, Hassan has English 40%, Rashid has English 65%, and Mudir has German 45%.

Attacks:

All have Fist/Punch Attack 60%, causing 1D3+db damage

Abdul, Achmet, Ali, and Fouad:

- Fighting Knife Attack 55%, 1D4+2+db damage (dirk)
- Rifle Attack 35%, 1D10+4 damage (.58 percussion rifle)

Hakim, Hassan, and Hussein:

- Sword Attack 45%, 1D8+1+db damage (sabre)
- Fighting Knife Attack 40%, 1D4+2+db damage (dirk)
- Rifle Attack 40%, 2D6+4 damage (.303 bolt-action rifle)

Kassem and Mudir:

- Hatchet Attack 50%, 1D6+1+db damage (hatchet)
- Fighting Knife Attack 50%, 1D4+2+db damage (dirk)
- Shotgun Attack 50%, 4D6+2/2D6+1/1D8 damage (10-gauge percussion double barrel shotgun)

Rashid:

- Sword Attack 75%, 1D8+2+db damage (scimitar)
- Sword Parry 60%
- Fighting Knife Attack 50%, 1D4+2+db damage (dirk)
- Shotgun Attack 40%, 4D6/2D6/1D6 damage (12-gauge single barrel shotgun)

Notes: No further information is required on these folks.

The Hofstader Expedition

This is a small expedition led by Dr. Erwin Hofstader. It is not funded by the University of Berlin. Rather, it is privately funded (by the cult) though no official in Baghdad can give information on the source of its money. Hofstader was accompanied to Iraq by Laurence Hubert, an American historian and researcher that the investigators may already be aware of, and Karl Gottlieb, a German surveyor. In Baghdad, a dozen armed Arabs and a cook named Omar Salman were hired to provide security and these well-paid gentlemen have a lot of incentive to carry out each and every order Hofstader gives.

So far, the expedition has been in Nippur for several weeks (or even months if the investigators were slow to get here) charting the area, comparing recent measurements with available records obtained by Hubert, and conducting a few test digs in promising locations. A camp just outside the city's perimeter consists of a half-dozen large tents, a makeshift stable and corral for horses, and several large fire pits. Several guards are always in the camp while the rest accompany Hofstader and his buddies when they enter Nippur. When needed, diggers are hired from local tribes. Several area tribal chiefs have been paid to leave the expedition alone. One who decided to take the money and then betrayed Hofstader suffered rude consequences. Hofstader is an accomplished sorcerer and his very public and very graphic Shrivelling of the chief instilled fear in all area inhabitants and no one feels the need to mess with him. When they are asked to provide diggers, the chiefs stumble over each other to send them and don't quibble over the pay their men are due. More on Hofstader, Hubert, Gottlieb, Salman, and the Arab guards is in the Stats section.

Note that if the investigators failed to prevent the breaking of the Great Seal at the end of Chapter Six, this expedition will be larger since many local Arabs will have been converted to the worship of Enlil/Ithaqua. More on this possibility is given later.

The Ruins

Investigators who have done their research should know the general condition of Nippur by now. Two previously-mentioned real-life sources in the bibliography can be obtained which document the excavation of the ruins, including Ekur, in the late nineteenth century. Any reasonable search for the Tablets of Destiny should begin at Ekur, the great temple of Enlil.

The investigators' first concern, however, should be the erecting of a base camp. They will immediately become the focus of the attention of the entire local Arab population. Many will visit the expedition, some out of curiosity and some motivated by profit. It is virtually impossible to keep the locals out of camp without running the risk of offending one or more chiefs. Most are fairly harmless and only seek to see the foreigners and their strange equipment. Others will beg for medical attention or jobs and more than a few will be engaged in minor to moderate pilfering.

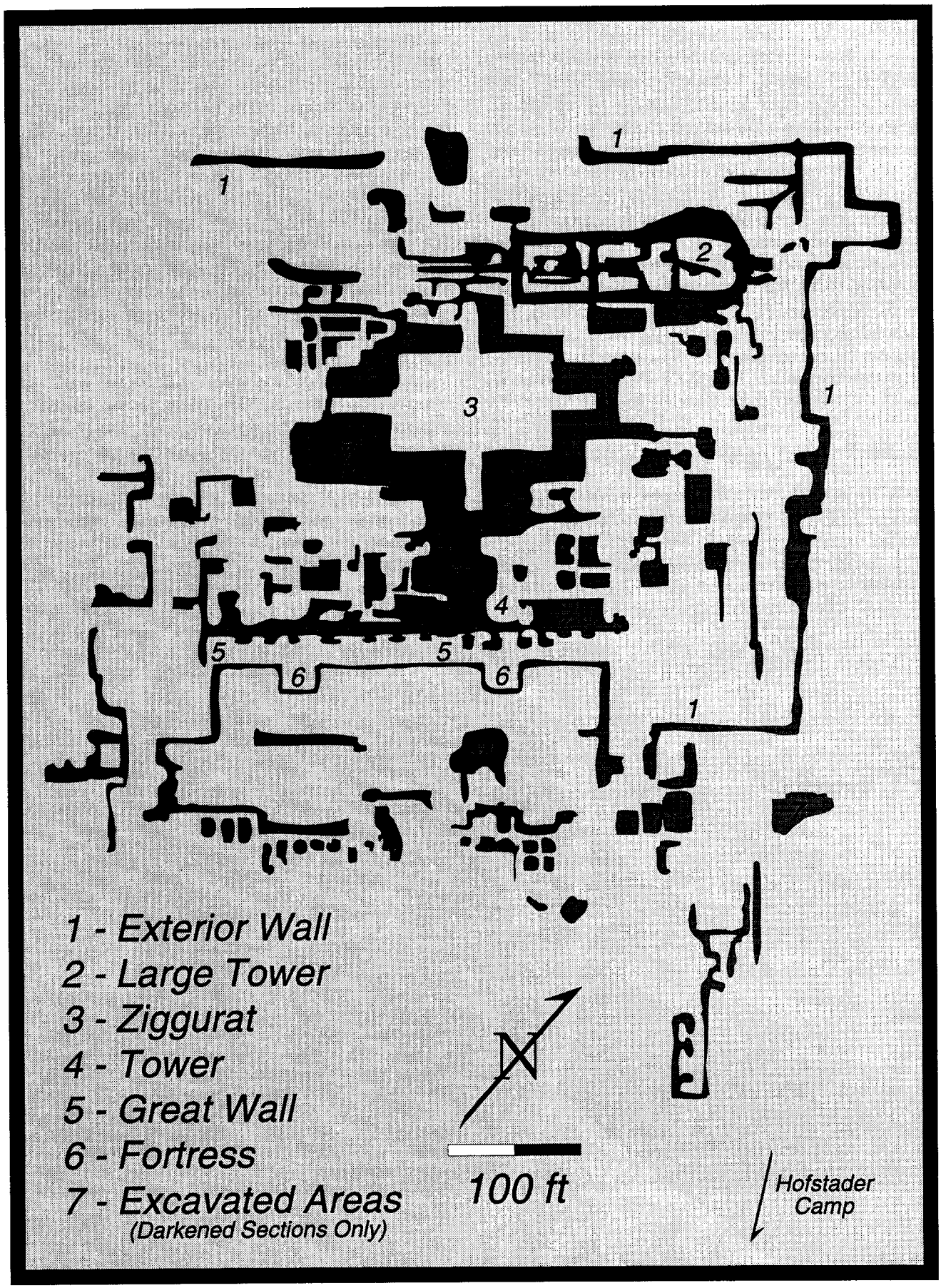
The investigators must be prepared to deal diplomatically with rival chiefs who claim the area as their own. In addition, some people dig in the ruins themselves, seeking artifacts that may earn a price on the black market. Some of these will, if confronted, brandish arms and threaten the investigators, but as long as no fear or hostility is shown, violence can be avoided. Such confrontations will be all-too-common and if the group automatically responds with gunfire, they will immediately antagonize and alienate all who live in the region. Readers of John Punnett Peters' *Nippur or Explorations and Adventures on the Euphrates* should be aware of this and know how to react. Otherwise, the group may commit a serious cultural error that could end in unnecessary bloodshed.

Nippur itself has been well-excavated by a number of foreign expeditions over the past several decades. The University of Pennsylvania alone did significant work here between 1888 and 1900. One of the greatest discoveries was the temple of Enlil, called by some the most ancient temple in the world. Researchers know that it has already been well excavated and the investigators will find this to be true when they manage to explore it. The map of Ekur provided at right is drawn from one created at the end of the nineteenth century. Any examination of the ruins in general shows they have been gone over by hordes of people. Trenches excavated by archaeologists are intermixed with pits and holes dug by treasure seeking natives. Though it hasn't been restored, Ekur has obviously been the focus of a lot of attention. Ancient walls have been disinterred and old survey markers are everywhere.

Investigation

Questioning local Arabs is of great value. They can tell the investigators of the evil of the Hofstader Expedition though they are too afraid to give specifics. Artifacts may be sought from the locals and this will inevitably turn up various odds and ends including tablets, but little of real value. Much is from later periods (Macedonian, Parthian, etc.).

A visit to the Hofstader camp is revealing in that no Arabs bother it. Aside from hired guards, no one is anywhere near the camp and the locals give it a very obvious wide berth. Fearful glances are cast in the direction of the camp and its inhabitants and no one approaches them even when they travel around the ruins of Ekur. If and when the investigators visit Hofstader, they will be cordially greeted by the German professor and his companions. The group may be shocked to finally meet Laurence Hubert (whose letters to Reinhold Blair they have probably been clutching


1
1
1
2
3
1
4
5
5
6
6
1
1 - Exterior Wall
2 - Large Tower
3 - Ziggurat
4 - Tower
5 - Great Wall
6 - Fortress
7 - Excavated Areas
(Darkened Sections Only)
100 ft
Hofstader
Camp

for months). He comes off as a perfectly normal and polite gentleman. Unless the cultists have reason to believe that the group knows of Ithaqua and the Tablets of Destiny, they will tolerate the investigators' presence indefinitely. Only if hostile action is taken against Hofstader will they react. Their mission here is considered vital by the cult so any reaction will be decisive and probably very violent.

Investigator efforts to recover the Tablets of Destiny from Ekur will be futile — they just aren't there, though the investigators may not know this. No information on them can be found on tablets still buried there and Hofstader has fewer clues than the investigators have. The Keeper should reinforce the idea that any excavation of the ruins will take months or even years. If the *tupsimati* were present, they might not even be within the temple but could be elsewhere in the city. Worse, Arabs have been digging in the area for decades and the Tablets could have been removed long ago and ended up on the black market.

Hofstader's Activities

Hofstader has been busy prior to the investigators' arrival. The camp already contains a sizable stockpile of artifacts ranging from pottery shards to clay tablets. One large tent is devoted completely to their storage and analysis and this tent also serves as Hofstader's personal quarters. At any given time, a dozen or so tablets acquired from the Arabs or from the site itself are being translated by Hofstader who hopes to gain some information leading to the Tablets of Destiny. A bulky file folder containing the German translations of each labeled tablet is usually on a small desk within the tent while the crated tablets are nearby. The organization here is impeccable and any tablet listed in the folder can be quickly found by people fluent in German. The last clue in this tent is a map that is clipped to one wall. It is a recently published map of Iraq and has the following points circled on it: Baghdad, Babylon, Nippur, and Al Kazimiyah. The latter is a moderate sized city north of Baghdad and this marking is explained later. The locations of Babylon and Nippur are written on the map by hand since they are not actually printed on it (as archaeological sites and not population centers, the mapmaker chose to not include them on this modern map).

Adjacent to Hofstader's tent is a larger one that is used as a sort of assembly hall and mess tent. It is also where most rituals are conducted since Hofstader wants to avoid overt displays of power. Investigators who remain in the area for more than a short period of time may learn of or even witness a ritual. Not all can be conducted within the tent and on such occasions, the security perimeter is enlarged somewhat to inhibit potential intruders. In such cases, the Keeper should choose whatever ritual or spell he or she feels is appropriate from the listings on pages 16-17.

Outside the camp, most work is done by Gottlieb who

is now carefully surveying Ekur and the area immediately around it. Several minor test digs have already been completed and every so often, Hofstader or Hubert will lead another using a score or so of very nervous hired Arabs.

Aside from the normal routine of the camp and the occasional ritual, Hofstader is attempting one other method of finding the Tablets. In Nippur in the past, scores of sarcophagi and coffins of various descriptions have been uncovered. Some are little more than clay vases while others are slipper shaped or bulbous. Many are plain and others are thickly glazed with yellow or blue stripes. Not all have been removed and every so often, Hofstader has one brought to the mess tent. There, it is carefully opened. Within can be found bone fragments, soil, small artifacts, clay tablets, and even pieces of jewelry. Hofstader is still professional enough to document all that is found in coffins brought to him, but that is not his main purpose. He requires bone fragments or other human remains in order to cast Commune and speak with the subject's spirit. His hope is to stumble on a spirit that knows of the Tablets of Destiny and their possible location. So far his efforts have met with utter failure and twenty-two crated coffins are stored at one end of the tent. Items recovered from the coffins are stored in Hofstader's tent. Investigators may witness the effects of the Commune spell (p. 36) which can, at times, be rather visual.

The Rise of Ekur

In the event that the Great Seal was broken during Chapter Six, Ithaqua will be restored to great power and will wish to bring back ancient Ekur in all its glory and splendor. When the investigators first arrive, Ekur will still be in ruins. It is only when Hofstader successfully casts Call Ithaqua that the great temple will be restored. In this case, Hofstader is not here to find the Tablets of Destiny. Ithaqua would have already checked this area himself. Instead, the German professor is going through a series of rites that culminates in the Call Ithaqua spell. He is supported by Hubert, Gottlieb, and about two hundred of the region's inhabitants who are now devoted followers.

The process is a long one involving the use of a number of rituals including the Ritual of Devotion and the Ritual of Knowledge. Weeks and even months may pass before Hofstader feels secure that he may finally call his god. The Keeper should time this as you deem appropriate though if the investigators never come here, it actually matters little.

The final ritual is a variant of Call Ithaqua that was learned through the use of the Ritual of Knowledge. Normally, Call Ithaqua requires the caster to be standing on an enormous mound of snow in the far north where the temperatures are below freezing. The result of a successful casting is a personal appearance by Ithaqua. In Hofstader's version, the objective is to have Ithaqua show up in order to lend his aid in restoring Ekur. The ritual begins in a clear, flat area located anywhere in the northern hemisphere. It must be on the night of the new moon during any month of the year. It only requires a group of participants to lend their magic points to the caster's efforts and twenty humans to serve as sacrifices. The ritual itself lasts a minimum of two hours during which time twenty sacrifices are efficiently carried out. The caster loses 2D10 SAN and each participant loses 1D10 SAN. The priest in command of the ritual expends as many magic points as he or she wishes while the onlookers, who must be willing, each expend a single point. The total number of magic points used is the percentage chance the spell will work. The actual duration of the spell is one minute per magic point used and if the total exceeds one hundred, each additional magic point used reduces the required time by one minute. Note that due to the sheer number of sacrifices that must be precisely

Alluding to the Iloigor

Throughout the section in Iraq the Keeper has an option he or she may choose to exercise. In some Mythos stories, Iloigor activity is known to have taken place in the vicinity of the city of Al Kazimiyah, Iraq. If the Keeper has a group of players that is very familiar with the rules or is very well read, alluding to the presence of Iloigor in Iraq and their possible tie-in with Ithaqua may serve to confuse and worry them. Two clues have been provided to start the ball rolling and if the Keeper wishes to pursue this option, only minor effort needs to be expended to expand the idea. In an extreme circumstance, the Keeper may even choose to create a Iloigor scenario in the area of Al Kazimiyah as a kind of red herring.

The first clue which alludes to the Iloigor is the presence of Omar Salman, cook for the cult expedition. Omar is a fifty year old Arab who worships the Iloigor and is from Al Kazimiyah. He once slighted his masters and was punished by having his left arm removed at the shoulder. This maiming combined with a small growth on the left side of his neck (the beginning of a tentacular growth known to be caused by the Iloigor) may get observant investigators to begin thinking of all sorts of strange possibilities. While he does worship the Iloigor, Omar also is a follower of Ithaqua though this only came to the surface since his exposure to Hofstader. He is known to be quite vicious to local Arabs who cross his path and carries with him a brace of cruel-looking knives that he is adept at hurling accurately.

The second clue is located in Hofstader's tent. It is the map on the wall which shows the city of Al Kazimiyah circled in red. The reason it is circled is that it is where Hofstader has a cache of emergency supplies hidden in the event he is forced to flee the country unexpectedly. The mark has absolutely nothing to do with the Iloigor and although Hofstader is vaguely aware of their presence in that area, it is of no concern to him. A generous Keeper may allow those who examine this map to attempt Cthulhu Mythos rolls to determine whether or not they are aware of Iloigor activity near the city.

The Keeper should be careful when exercising this option for it could lead to a drawn-out wild goose chase that could waste precious time. Most players will probably not make anything of these relatively obscure clues. However, those who have read the description of the Iloigor in the fifth edition rules or have read Colin Wilson's "The Return of the Iloigor" may be watching for Iloigor as soon as they arrive in Iraq.

executed, the spell still requires a minimum of two hours regardless of the amount of magic points expended.

The result of the ritual is not what one might expect. This far south, Ithaqua will not assume the humanoid form that he uses in cold, northern regions. Instead, he will come as a great wind storm sweeping in from the north. It blasts through the area with titanic wind gusts, sweeping people off their feet and striking down tents and weak structures. The chill winds immediately assume a cyclonic form with its calm eye centered on the ritual site. Thus, as the mile or two around the cultists is devastated, the priest and his followers are left in solitude to commune with their god. If Hofstader or one of his cohorts completes the spell in the area of Nippur, he will implore Ithaqua to restore Ekur. The power provided by the sacrifices plus the magic point expenditure is sufficient to permit Ithaqua to carry this request out, especially since it is something he greatly desires.

(Remember that this spell will only be cast in the event that the Great Seal was broken. Otherwise, there is no reason to carry it out since Ithaqua will not have the power to accomplish the ultimate goal.)

Observers among the participants or in the immediate area will soon see an amazing sight. The winds around the ruins of Ekur die down (assuming the ritual wasn't being conducted within its ruined walls, which is certainly possible) revealing the broken brickwork and scattered debris. Slowly and quietly, the structure seems to grow from the ruins, much like it is melting in reverse. The process takes five minutes and anyone standing on a wall or where a column should be is gently pushed aside. Touching a forming wall reveals it to be somewhat soft and mushy, much like dry but pliable clay. It soon hardens and when finished, the entire temple can be viewed. It appears as it was at its height and is a striking example of Sumerian architecture.

Once restored, the temple will be Ithaqua's holiest site on Earth. It will serve as the seat of power for both him and his cult and will be the most dangerous place in the world for the investigators to be. Ithaqua's influence will center on Ekur and gradually expand outward like a cancerous tumor. Within a few days, Babylon will fall under his power and many Arabs will flee the region in the face of his awesome power. Those who don't run will either become converts or be killed. If the situation reaches this point, the investigators obviously are in way over their heads and must recover and properly use the Tablets of Destiny in order to slap Ithaqua down. Regardless of what eventually happens to the Wendigo, a restored Ekur will remain as a monument to his former glory. Governments will inevitably fight over it in order to study it and determine what threat, if any, it still poses to the world. Despite the blatant nature of events in Iraq, it is possible for the story to be concealed from the world by the concerted effort of any involved governments though it may require the dismantling of Ekur or the establishment of the area as a high security zone.

Of course, witnessing the ritual and its result has repercussions on the mental well beings of observers. The ritual itself causes 1/1D10 SAN loss. Seeing the storm and its devastation and the rise of Ekur causes another 1/1D8 SAN loss. If some of the people sacrificed were friends of the investigators, an additional 1/1D6 SAN loss occurs.

Stopping the Call Ithaqua spell is easy as long as the investigators aren't shy about getting violent. As long as a spellcaster who knows the spell cannot reach the area or live long enough to lead the ritual, Ekur cannot be recreated. Some creative harassment can hurt the cult in Iraq greatly.

Stats

Dr. Erwin Hofstader, professor and cultist
Nationality: German

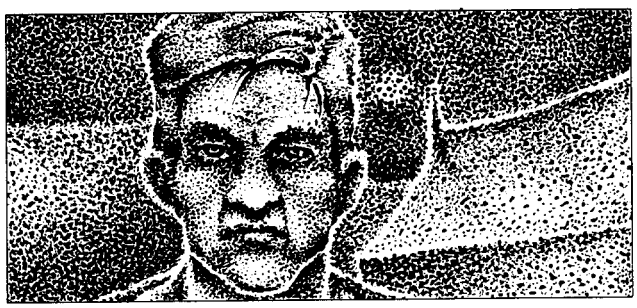
STR	11	DEX	11	INT	15	CON	12
APP	13	POW	18	SIZ	13	EDU	21
SAN	0	Luck	90	HP	13	Age:	54

Damage Bonus: +0
First Appears: Nippur (Iraq)
Education: Ph.D. in Anthropology from the University of Amsterdam
Skills: Accounting 21%, Anthropology 60%, Archaeology 65%, Architecture 39%, Astronomy 11%, Cartography 30%, Climb 60%, Credit Rating 54%, Cthulhu Mythos 30%, Drive Automobile 25%, Fast Talk 30%, Geology 40%, History 76%, Law 12%, Library Use 66%, Listen 40%, Land Navigation 30%, Occult 70%, Persuade 49%, Photography 44%, Psychology 25%, Ride 31%, Spot Hidden 61%
Languages: Arabic 15%, Dutch 60%, English 45%, German 99%, Hebrew 51%, Latin 15%, Sumerian Cuneiform 88%
Attacks:
Handgun Attack 31%, 1D10 damage (9mm semi-automatic pistol)
Spells: Call/Dismiss Ithaqua, Clutch of Nyogtha, Commune, Contact Ghoul, Contact Sand Dweller, Mindblast, Shrivelling, plus all of the spells in the "Rituals of the Cult" Resources section.
Notes: Hofstader has long been a professor in good standing at the University of Berlin. His area of expertise is ancient civilizations and he could be considered an expert on Mesopotamia and Sumeria. He is a no nonsense individual and will happily lay waste to anyone who crosses him. Though he doesn't know his efforts in Nippur are fruitless, he hopes to discover the Tablets despite prior expeditions that have repeatedly combed the area. In the event the investigators failed to prevent the breaking of the Great Seal in Chapter Six, he will be the high priest of Enlil at Nippur. His temperament is part of the reason cult leaders assigned him to Nippur. He is a primadonna and finds it difficult to work with many people.

Laurence Hubert, researcher and cultist
Nationality: American

STR	8	DEX	10	INT	16	CON	13
APP	14	POW	12	SIZ	13	EDU	16
SAN	0	Luck	60	HP	13	Age:	26

Damage Bonus: +0
First Appears: Nippur (Iraq)
Education: M.A. in Linguistics from Boston University
Skills: Accounting 16%, Anthropology 30%, Archaeology 31%, Architecture 35%, Astronomy 10%, Cthulhu Mythos 25%, Drive Automobile 25%, Fast Talk 20%, First Aid 34%, Geology 6%, History 53%, Law 18%, Library Use 89%, Listen 30%, Occult 56%, Paleontology 10%, Persuade 40%, Photography 21%, Psychology 45%, Ride 26%, Spot Hidden 60%, Swim 35%
Languages: Arabic 63%, Egyptian Hieroglyphs 50%, English 95%, German 67%, Hebrew 55%, Latin 48%, Sumerian Cuneiform 50%
Attacks:
Handgun Attack 25%, 1D10 damage (.38 revolver)
Spells: none
Notes: Hubert may be known to the investigators if certain player aids were obtained during Chapter Two. However, he should have remained an enigma to them. Hubert's mission at that time was merely to conduct research on the Tablets of Destiny. This has long since been completed. While he believes the Tablets are not in Nippur, he agreed to join Hofstader due to his knowledge of the city and the surrounding area. Hubert is a charismatic young man who has learned to get along with the somewhat temperamental Hofstader.



Karl Gottlieb, surveyor and cultist
Nationality: German

STR	14	DEX	15	INT	12	CON	15
APP	10	POW	12	SIZ	14	EDU	13
SAN	0	Luck	60	HP	15	Age:	35

Damage Bonus: +1D4
First Appears: Nippur (Iraq)
Education: high school plus military training
Skills: Bargain 30%, Cartography 50%, Chemistry 9%, Climb 80%, Conceal 44%, Cthulhu Mythos 10%, Demolitions 55%, Dodge 46%, Drive Automobile 37%, Electrical Repair 39%, First Aid 35%, Geology 34%, Hide 70%, Jump 57%, Locksmith 23%, Listen 41%, Mech. Repair 51%, Land Navigation 43%, Operate Heavy Machine 33%, Ride 46%, Sneak 72%, Spot Hidden 65%, Swim 40%, Throw 50%
Languages: Arabic 41%, English 35%, German 77%, Turkish 40%
Attacks: Rifle Attack 71%, 2D6+4 damage (7.92mm bolt-action rifle with 2.0x telescopic sight); Handgun Attack 35%, 1D10 damage (9mm semi-automatic pistol with shoulder stock); Bayonet Attack 39%, 1D6+1+db damage (bayonet attached to rifle); Fighting Knife Attack 46%, 1D4+2+db damage (bayonet); Large Knife Attack 46%, 1D6+db damage (commando knife); Large Club Attack 45%, 1D8+db damage (rifle stock); Large Club Parry 40% (rifle); Fist/Punch Attack 60%, 1D3+db damage
Spells: none
Notes: Gottlieb is a veteran of the First World War. He served three years as an engineer for the German Army. Training and experience gained then is serving him well now. Aside from Hofstader, Gottlieb is the most dangerous cultist in the Nippur area since he is a crack shot with a rifle and is adept at moving stealthily. If marauders attack the expedition, he will take his rifle and canteen and slip away. Soon after, he will begin to play sniper and take long range shots at the intruders. He is stubborn and will continue to move and fire until slain.

Omar Salman, cook, cultist, and worshipper of the Iloigor
Nationality: Iraqi

STR	10	DEX	15	INT	10	CON	11
APP	5	POW	9	SIZ	10	EDU	10
SAN	0	Luck	45	HP	11	Age:	50

Damage Bonus: +0
First Appears: Nippur (Iraq)
Education: none
Skills: Conceal 46%, Cooking 47%, Cthulhu Mythos 19%, Fast Draw (Knife) 75%, Hide 40%, Listen 80%, Sneak 35%, Spot Hidden 68%, Ride 27%, Throw 66%
Languages: Arabic 65% (written only at 16%), German 40% (spoken only), Turkish 6%
Attacks:
Fighting Knife 45%, 1D4+2 damage (large throwing knife); Fighting Knife Parry 40%; Large Knife Attack 45%, 1D6 damage (butcher knife or carving knife); Large Knife Parry 40%; Throw Knife 66%, 1D4+2 damage (throwing knife)
Spells: none
Notes: This brutish monster is a Iloigor-worshipper from Al Kazimiyah, Iraq who recently began to follow Ithaqua also. He is totally devoted to these supernatural beings and will do anything they ask, even if it involves personal pain and sacrifice. Due to a minor transgression thirty years ago, the Iloigor removed Omar's left arm and started a small, tentacular growth on the left side of his neck. Omar is disdainful of the local Arabs whom he considers an extreme irritant. When the Hofstader Expedition first arrived, he brutally killed one Arab who was pilfering equipment. The next day in full view of his friends, Omar took the body, butchered it, and placed it on a large spit . This incident plus the graphic Shrivelling of a local tribal chieftain has struck terror into the locals. Should the investigators cross Omar, only Hofstader's intervention will stop him from retaliation. In combat, he can throw knives at the rate of one every two rounds and he carries a brace of four on his belt and four more concealed in his clothing. If he succeeds in his Fast Draw skill, he can throw a knife once per round.

D E T W I L L E R

CHAPTER NINE

Seizing the Tablets

Once it becomes apparent that a trip to Turkey is warranted, wise investigators will request letters of introduction from the British Museum. If they are in with Wallace, this should be no problem, otherwise some serious communications rolls are required. Wallace can provide all the necessary documentation to assist the group in cutting through the bureaucratic morass and then dealing with Dr. Morrow at the dig site in Turkey who may be suspicious of visitors. If the players fail to anticipate the need for letters of introduction, the Keeper should allow Idea rolls for those who are professional archaeologists or anthropologists. Exceptionally fortunate investigators may even obtain the sponsorship of the British Museum which would be extremely eager to uncover the Tablets.

Next, the investigators must arrange transportation. The easiest method of travel is to board a liner bound for Istanbul. Such a trip will not be non-stop and will involve layovers at several major ports (typically Lisbon, Marseilles, Taranto, Piraeus, and finally Istanbul) and may force the group to switch ships since a direct passage may be out of the question. Travel on a liner takes five and a half days not including stops or layovers. The total trip costs $240.00 (£60), triple that for first class accommodations. Another option is to take a channel ferry to France (or perhaps a flight on one of the airlines providing London to Paris service) and then board the Orient Express. The trip takes two to three days and costs £21 14/9 (approximately $85.00) per passenger. This also allows owners of Chaosium's *Horror on the Orient Express* to get some additional use out of it. Once in Istanbul, the group must obtain permission from the government in order to legally visit the site. A letter of introduction from the British Museum can reduce to days the bureaucratic nonsense which otherwise can take weeks. Visiting the expedition without government approval can result in all sorts of charges and since none of the investigators are likely to want to spend any time in a Turkish prison, going through the government mumbo-jumbo is certainly worthwhile.

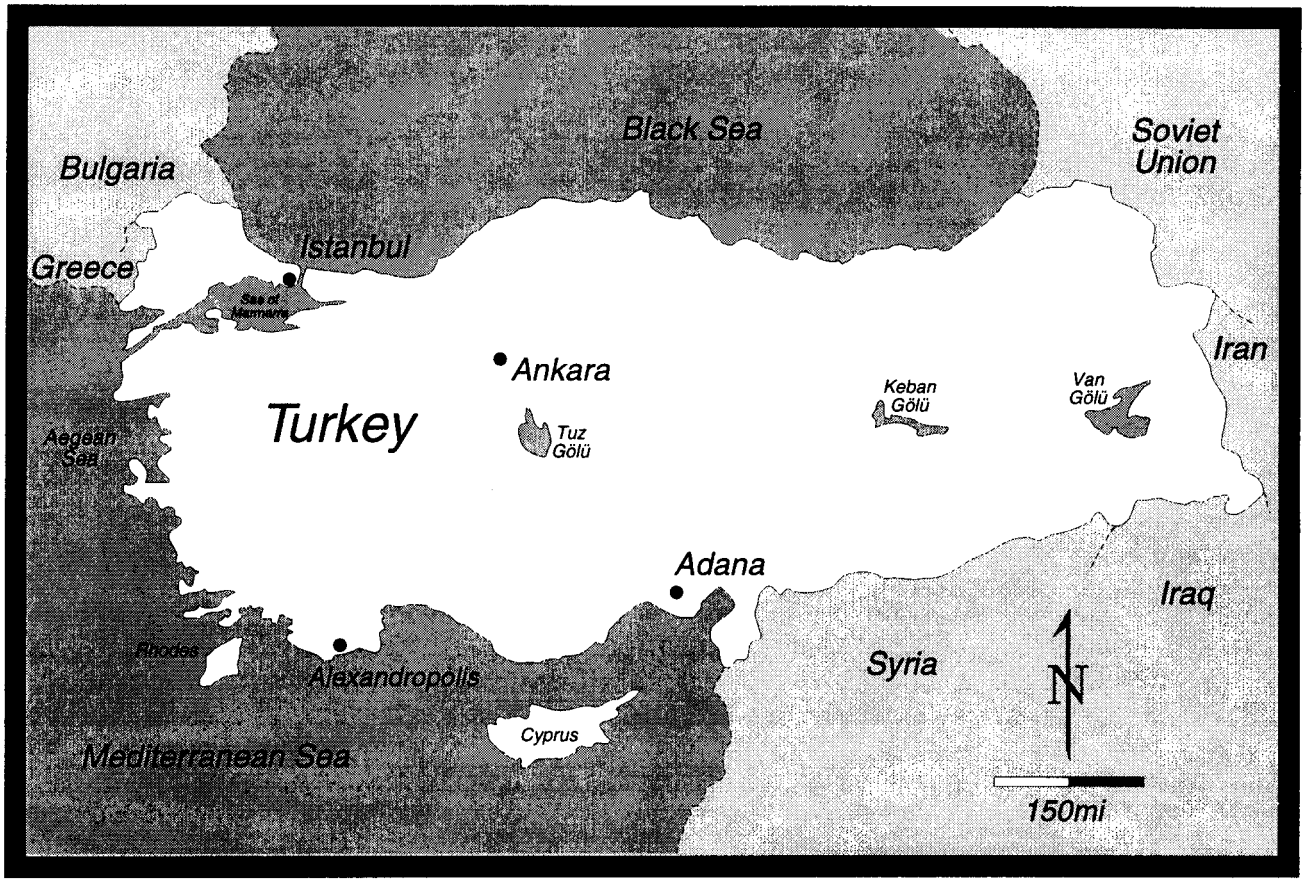
While in Istanbul, a large city with a population of 794,444 in 1930, the group may wish to tour the Imperial Museum where artifacts from the University of Pennsylvania expedition to Nippur are housed. Gaining access to stored objects may be somewhat difficult for foreigners, but appropriate rolls (e.g. Credit Rating, group Luck, Law) backed up by academic credentials (British Museum documentation, etc.) can get around this. Unfortunately, this is a time-consuming dead end as well. After a week or two of searching through thousands of objects, nothing on the Tablets of Destiny turns up. Similarly, a trip to the Archaeology Museum in Ankara may be worthwhile since it is certainly possible the Tablets are there. Travel can be by train for a handful of dollars per person and hotel accommodations are also inexpensive. As with the other museums, the trip here is a dead end. The Keeper may wish to discreetly encourage such a trip, however. As far as the investigators know, the museum there may house the Tablets. Ankara is also a sizable city (population 404,720 in 1930) that serves as Turkey's capital. Access to government facilities may be useful and the investigators may wish to acquire documentation there that may be slow to come in Istanbul. Thorough investigators will think of this themselves and may even go so far as to split their group in order to cover territory faster.

From Istanbul, the trip to Alexandropolis is best accomplished by travel on a tramp streamer or fishing trawler. The price for such a trip is $30.00 per passenger and it takes two and a half to three days. Passage on such a vessel will not be comfortable and large groups may find that some of their members must sleep on deck. Near Alexandropolis is a small pier at which a reasonably small vessel can dock and disembark passengers and cargo. The actual dig site cannot be seen from the shore. This may surprise some investigators since Alexandropolis was a coastal community, but the shoreline has expanded into the sea in the centuries since it was destroyed. A trail leads from the pier, over a rise, and into the dig site. On the far side is the expedition camp.

The Ruins of Alexandropolis

Once a thriving coastal town, Alexandropolis has long been covered with soil that has built up over the years since its destruction. Until recently, the area was occupied by a farm, but the government paid off the family who owned the land and it is now occupied by the foreign-run expedition.

As has already been stated, the project leader is Dr. Cedric Morrow of the British Museum. His assistant is an American, Dr. Felix Mercer of the University of Pennsylva-



nia. Several other archaeologists and historians as well as a score or so of students and volunteers work the site. The government has provided forty laborers and fifteen soldiers to assist Morrow. A nearby farmhouse has been converted into a sort of headquarters around which are a dozen large military-issue tents and a recently-erected wooden shed. The latter is where recovered artifacts are stored. A Turkish soldier is always on guard duty at this shed which is usually locked. Items within have been cataloged and records concerning them can be found in the headquarters.

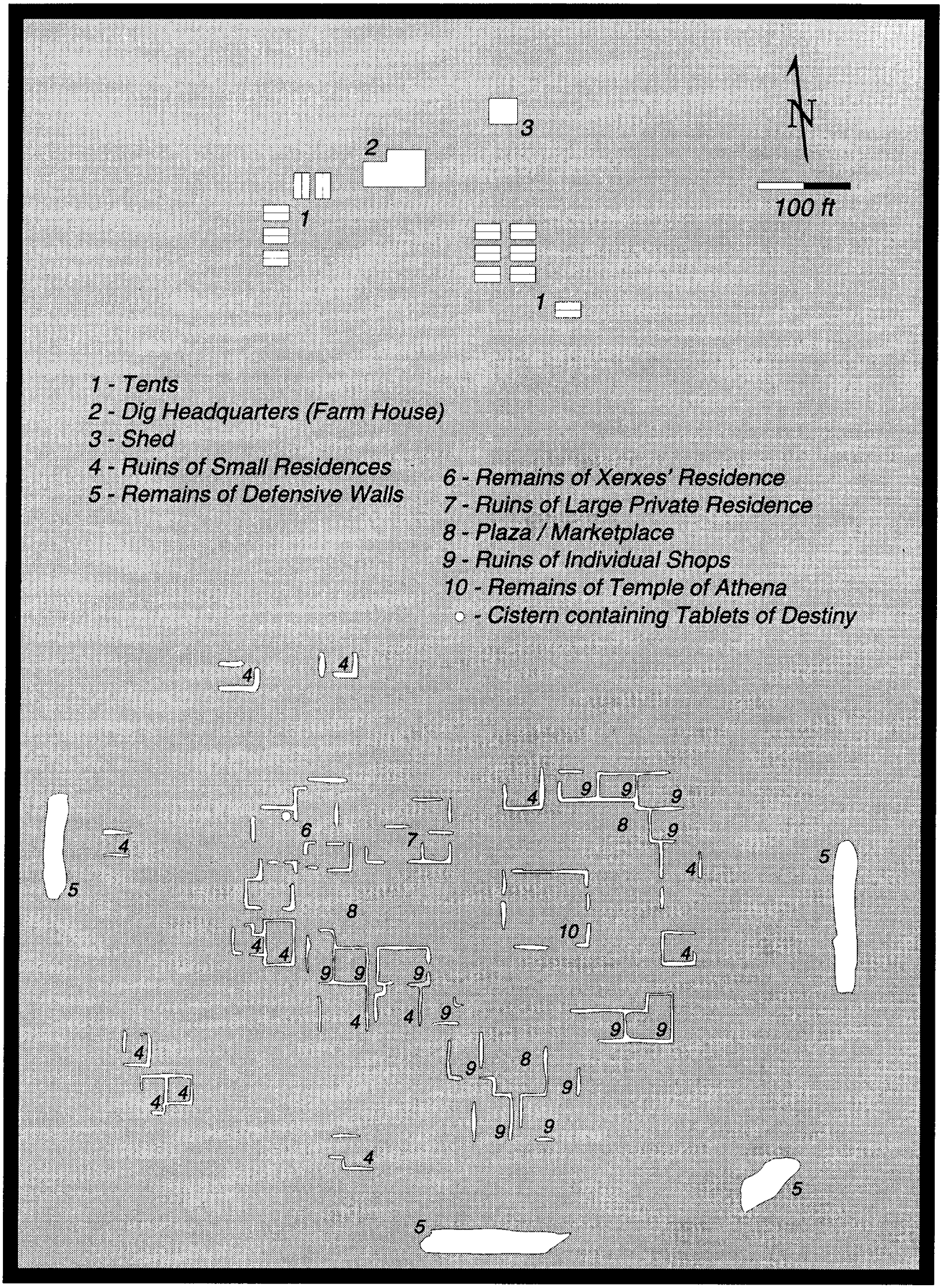
So far, the center of the community has been uncovered and much of the perimeter is staked out with color-coded wooden pegs. Outlying excavations have revealed private dwellings and parts of the defensive wall surrounding the ancient community. Currently, the archaeologists are concentrating on what appears to be a religious center, possibly a temple to Athena. Outlying digs are not completely ignored and several areas are being worked on simultaneously. The ultimate goal here is to uncover the entire community.

The Welcoming Committee

Unless the investigators intend to infiltrate the expedition, they will enter the site and first be greeted by Dr. Morrow and a few of his colleagues. Morrow is a tall, thin Englishman dressed in khaki shorts, matching shirt, and the ubiquitous pith helmet. His companions are similarly garbed and most appear to be the usual assortment of British and American intellectual types. The one notable exception is Dr. Hassan Bayar who represents Akreoloji Muzesi. He is a friendly, outgoing individual with thinning hair and an ever-present grin. His knowledge of English and German is excellent and he also possesses a working knowledge of several other languages including some ancient tongues. From the beginning it is quite apparent he is here not only to help, but to protect the interests of the Turkish government. The investigators may suspect he is a government security agent, but this is not true. He is charged with safeguarding the site from abuse and to watch for pilfering, but his main impact has been to assist with the excavations.

The Site

The dig site is fairly mundane and the map of it contains sufficient information for the Keeper. The main features are the headquarters (old, clay brick farmhouse), a tent city housing personnel and equipment, the ruins of the temple, the shell of Xerxes' home where the Tablets are concealed, the ancient marketplace, ruins of shops and other residences, and portions of the defensive wall. The important details have already been discussed and the Keeper should feel free to add in whatever he or she feels is appropriate or would enhance this section.


N
100 ft
1 - Tents
2 - Dig Headquarters (Farm House)
3 - Shed
4 - Ruins of Small Residences
5 - Remains of Defensive Walls
6 - Remains of Xerxes' Residence
7 - Ruins of Large Private Residence
8 - Plaza / Marketplace
9 - Ruins of Individual Shops
10 - Remains of Temple of Athena
○ - Cistern containing Tablets of Destiny

Dr. Morrow immediately greets the investigators and invites them to lunch, tea, or whatever may be appropriate for the time of day. If he was informed that the investigators were on their way, quarters will already be prepared for them in one or two of the tents near the headquarters. Otherwise, there will be a scramble by workers to clear a tent for the investigators to use. A letter of introduction from the British Museum will curb a lot of questions Morrow may otherwise have for the group. On the other hand, if they chose just to drop in on Morrow unannounced and lack credentials, he will be suspicious of them and Turkish security will be placed on alert. Merely breaking out diplomas and trying to impress Morrow with knowledge will do no good. If they lack the proper documentation, Morrow will immediately suspect them to be nefarious individuals who possibly want to steal information or artifacts. He is very protective of discoveries and wants to be the first to publish an analysis of the finds. As long as the investigators have some sort of letter of introduction, he will be very open with them and will happily answer any questions they have. A tour can easily be arranged and the group will soon find they have unrestricted access to the dig. Unexpected groups with no documentation will probably be asked or ordered to leave.

The Tour

A tour of the dig site reveals it is fairly typical of archaeological sites of the period. The casual observer can tell that work is progressing very slowly. Very few heavy digging tools such as picks and shovels are in evidence since little heavy digging is currently in progress. Workers use trowels, soft bristle brushes, penknives, and even dental implements to gradually remove soil. Everything that is removed is carefully transferred to wheelbarrows which then transport it to a place set aside for sifting and separating. Where ancient walls have been revealed, canvas pavilions have been erected over them to help protect them from the sun and rain. Plank walkways have been built for use by workers and guards and no one is allowed to leave them unless they are actually digging or assisting diggers. Several armed, uniformed soldiers patrol the area, but are careful to stay out of the way of the workers. A half-dozen or so areas immediately around the dig have been surveyed and staked out for future excavations. The farmhouse and tents are just to the north of the actual dig site. A professional archaeologist who succeeds in an Archaeology and/or Knowledge roll will realize this is a very well-planned, well-run operation using the latest methods of field archaeology. Anyone else who succeeds in an Archaeology roll gains the same information.

The Guards

The investigators will very probably be concerned with the security situation, especially if they are planning illegal activities. Two tents house the fifteen guards that are responsible for the security of the site and the people occupying it. All are soldiers in the Turkish Army and each is armed with a 7.65mm bolt-action rifle and bayonet. A lieutenant is in charge of security and he also possesses a 9mm pistol. Several are on patrol at any given time, even during the nighttime hours. They are tough and capable soldiers who will not hesitate to use lethal force if it seems warranted. At night, a guard is more likely to shoot first and ask questions later. Intruders who ignore commands to halt (given in Turkish, of course) will be fired upon.

Current Projects

Several independent sites within what was once Alexandropolis are currently being excavated. So far, some private residences and shops have been uncovered as well as what are apparently some sort of defensive works. The largest individual excavation is in the city center. Archaeologists have uncovered a marketplace and religious center and it is the latter which is the focus of the greatest effort. A temple is being gradually disinterred and preliminary analysis indicates it belonged to Athena. Several structures have been completely excavated and though they lack roofs and have suffered fairly significant damage, the fact that they are still reasonably whole is remarkable.

Events in Alexandropolis

Much of what occurs is dependent on the actions of the investigators. Assuming the investigators are present with all of the appropriate documentation and are not merely raiding the site (an ill-advised tactic that will almost certainly fail), two locations are of particular interest.

The most obvious point to focus on is the temple of Athena that is being excavated when the group arrives. They are likely to assume the Tablets of Destiny were placed within the temple for safekeeping or that clues to the actual location of the Tablets may be on the site. Neither is true. Instead, a secret chamber beneath the temple houses a large bronze sarcophagus that has been here for over three millennia. The sarcophagus contains a dormant Serpent Man sorcerer that in early Greek times formed the basis of the Medusa legend. Though it is dormant now, it can be reawakened if the chamber is discovered and cleared of sand and debris and the sarcophagus is then opened. More on this is given later.

Several weeks of painstaking work remains to be done on the temple. Dr. Morrow insists that all work be done well and great care be taken to document findings and preserve

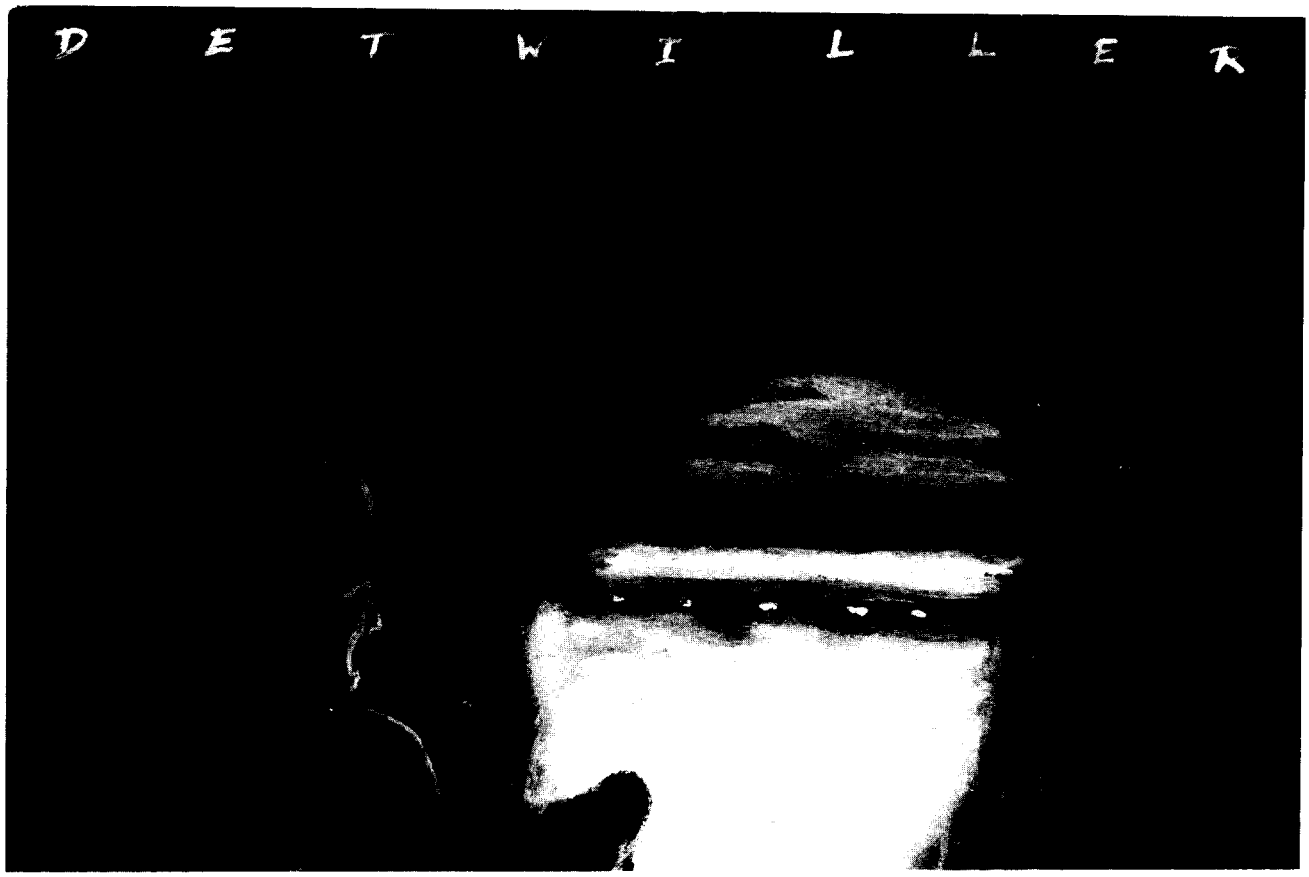
artifacts. The arrival of the investigators can speed matters if they are skilled in field archaeology. Those who do not possess prior experience or knowledge in archaeology will be useless at the actual dig since plenty of unskilled diggers are already present. However, if two or three do have such skills, the time required to unearth the rest of the temple can reduced by a week or so. Once this is completed, the secret chamber can be discovered if someone succeeds in a Spot Hidden skill roll at half the normal chance. If such a chamber is specifically being sought, the negative modifier is eliminated. More on the chamber is given in the section entitled "Solithithkus."

Informed investigators will seek out the second point of interest, the residence of Xerxes. It is one of a dozen structures near the temple that have been partially or completely uncovered. In the expedition's records, Xerxes' house is recorded as being that of a nobleman, but no specific name is applied to it. While the roof is gone and the ruins suffered from a fire, the walls and floor are still in remarkably good shape. The structure was obviously once a luxurious and spacious home occupied by people of means. In a back room near what was once a kitchen is a cistern. A stone lid covers it and if it is removed, all that is visible within is sand and debris. If the cistern is emptied, a cracked clay vessel containing the Tablets of Destiny can be found at the bottom. There is no indication as to how they got here and the investigators can only resort to speculation. Emptying the cistern takes a day of careful toil.

Once the Tablets are revealed and recognized for what they are, the investigators must decide whether or not to inform Morrow. He will not withhold the discovery from Turkish authorities so if the investigators want to take possession of the Tablets, they must be stolen. If it becomes known that the group made off with them, the Turkish government will protest to the appropriate governments and petition them to return the Tablets. The result is that the investigators could become not only wanted criminals in Turkey, but possibly all over the world. Governments will attempt to arrest the perpetrators of the crime and confiscate the Tablets and the Cult of Ithaqua will adjust their plans accordingly. Worse, if it is known that the items taken could be the actual Tablets of Destiny, the international reaction could be tremendous. Not only will they be sought by governments and the cult, but profiteers and criminal types will also want this "discovery of the century."

Solithithkus

This is the one huge variable in the adventure. Named Solithithkus, this Serpent Man was a powerful sorcerer who survived into Greek times and became the source of the Medusa legend. He was greatly feared by Greek islanders and was finally overwhelmed by villagers who had been



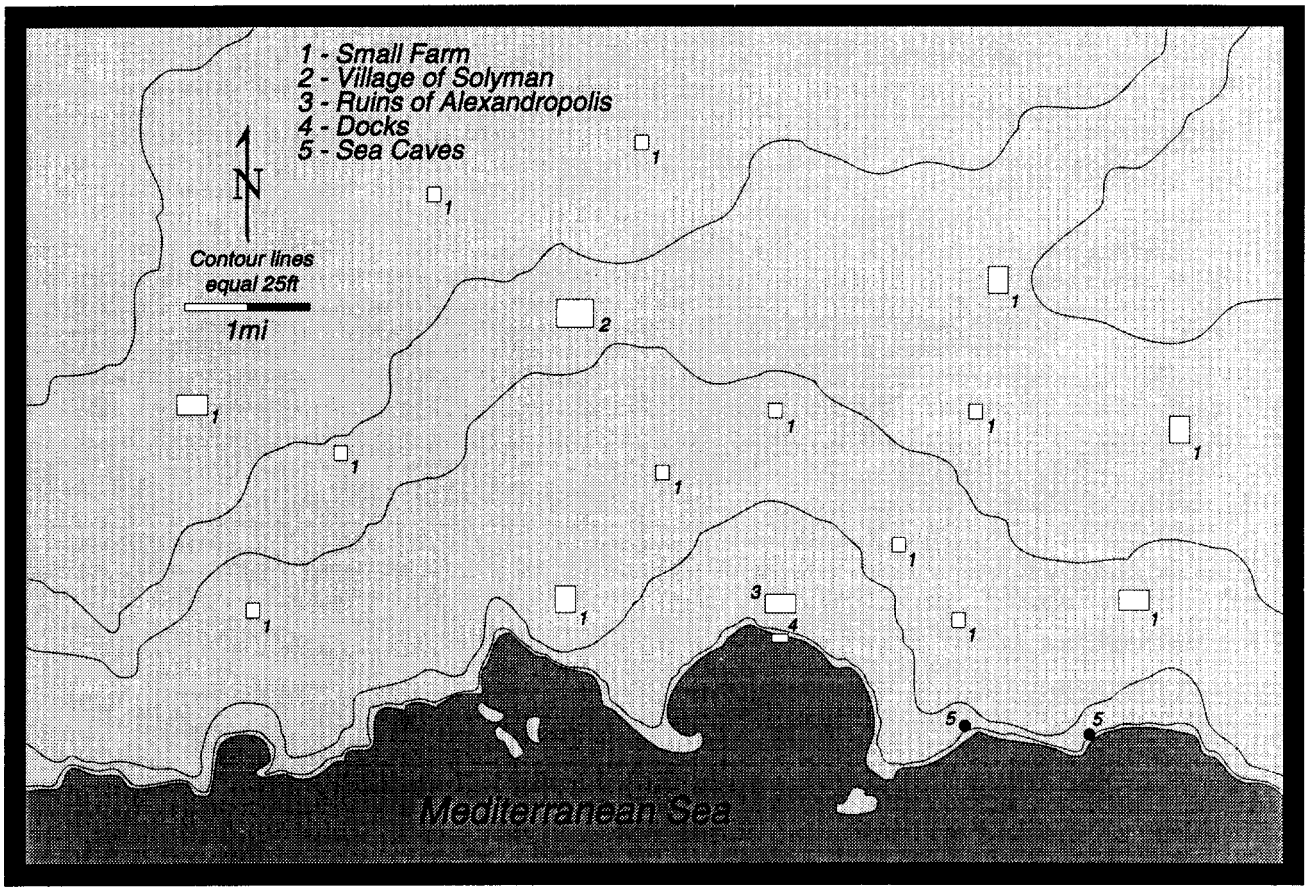
pushed too far. They sealed him in a great bronze sarcophagus and shipped it to Asia Minor where it was buried in a chamber beneath an early temple to Athena. What they did not know was that they had not killed him. Realizing he was defeated, he placed himself into a magical stasis that resembles death. His body was then bound in cloth and placed within the casket. Later the town in which he was interred was overrun by Alexander who renamed it Alexandropolis, one of many towns and cities that bore his name.

Once the burial chamber is cleared of debris, the sarcophagus may be examined. It appears to be a bronze box measuring eight feet (long) by four feet (wide) by four feet (high). The lid is curved and the surface is completely unadorned. Some corrosion and deterioration is in evidence and the surface is pockmarked and pitted, but is otherwise intact. Close examination shows that the lid is held in place by lead seals and ten bronze pins. Corrosion makes it even more difficult to remove the lid. Since the bottom, sides, and lid are each an inch thick, the whole thing weighs hundreds of pounds. The best way to open it is to clear away the corrosion, pins, and seals and then use a block and tackle to lift the lid and swing it to the side. However, room around the box is tight since there is only three feet between the sides and the walls. If it is deemed more advisable to do so, it may be removed using wooden rollers, plenty of rope, and the efforts of mules and strong men. Either option will work as long as sufficient time and effort are expended.

If the archaeologists choose to examine the box thoroughly before trying to open it, they will determine (with the appropriate successful Archaeology or 20% of a History roll) that it is *completely* out of place. It is obvious that it was a great expense, perhaps costing a small fortune just to acquire such a mass of bronze, much less form it into a box. It doesn't seem to belong to any known culture and there are no leads as to where it is from. The box is not marked or decorated in any way. If anyone asks, the box appears to be of Bronze Age workmanship — but emphasize that this is off-the-cuff speculation at best and is not very helpful.

Waking the Sleeper

Freeing Solithithkus is a relatively simple matter. Uncovering and opening the sarcophagus is the first step. Within will be seen what appears to be an oddly-shaped mummy. The face is elongated, as if the body wears a mask under the wrappings. In addition, the legs are wrapped together very heavily. This is a startling and unexpected discovery for archaeologists, who should immediately begin planning the transportation of the casket and its contents to Ankara where the mummy will be unwrapped. An analysis of the sarcophagus reveals little. It is essentially a plain bronze box of great weight, sealed with lead and pinned shut with



bronze rods. The materials alone must have represented a great investment to any community or government that created it. Its age is not discernable even from examining the interior and it bears no decoration so dating it and definiteively determining what civilization created it is not possible without extensive research and experimentation.

Once opened, the process begins that leads to the awakening of the Serpent Man. Within 2D10 hours (or whenever the Keeper sees fit), he will be roused from his long sleep and emerge from his prison. Anyone encountered will be slain in the swiftest and bloodiest way possible with one or more of his many spells. He will then flee the area and leave the campaign. To those discovering the scene, it will appear as if intruders came in, unwrapped the mummy, and stole it. Investigators sneaking around that night on one errand or another may run into him.

Solithithkus & The Tablets

This is not the worst thing that can happen involving Solithithkus. The Keeper may allow him to detect the presence of the Tablets of Destiny, seize them, and run. The general conduct of the campaign so far must be assessed before this happens. If the Keeper determines that the investigators already have enough headaches, Solithithkus can simply depart, leaving piles of questions in his wake. Pursuing him should not initially be difficult since he will leave a trail of bodies wherever he goes (in his mind, all witnesses must die). Soon, he will use Consume Likeness to take the identity of a person, but if he is under a lot of pressure by pursuers, he may not have time to use this spell. He does suffer from several disadvantages: he is not aware of the current level of technology possessed by humanity, he only knows a number of dead languages and so will find communicating with humans difficult, and he is alone. Without any outside assistance, he must rely only on his own skills and spells which while impressive, hardly make up for the obvious weaknesses. More on this sorcerer is given in the Stats.

If the Keeper wishes Solithithkus to seize the Tablets, one question must be considered. Where are they? If they have already been recovered by the group and are simply secreted in a tent somewhere, Solithithkus may find it easy to grab them and run, probably annihilating a few guards or investigators along the way. If he must disinter them from Xerxes' house, this will take time, forcing him to sneak in early one evening in order to have sufficient time to remove the debris, grab the Tablets, and leave. In taking them, he must steal a mule or horse in order to carry them since it is unreasonable to believe one person can haul fifty stone tablets alone. Note that a horse or mule will be afraid of Solithithkus since he is a Serpent Man and may alert guards or investigators to his presence. However, he is capable of calming the nervous beast in order to get it to do his bidding.

If he stays within the dig site for a while in order to grab the Tablets, this is yet another opportunity to discover him. A confrontation is sure to be violent, but he will flee if faced with poor odds of success or survival. Remember, while he is a strong sorcerer, he is only a single being and has only a limited amount of magic points. Furthermore, he is unarmed and at best may only seize a bayonet or tool from a guard or worker to defend himself with. His bite attack and claw attack is still fierce, but armed guards can take him out unless their morale breaks in the face of a frightening onslaught.

In the event he escapes with the *tupsimati* — something which is unlikely, but possible — he will immediately strike out north and use Consume Likeness on someone at the first opportunity. He will then continue on and eventually reach Istanbul. If he manages to reach this bustling city, it will be very hard to trace him though following him to that point is simply a matter of following the trail of dead bodies he leaves in his wake. Once in Istanbul, the Keeper must decide where he flees to next or if he decides to stick around. The pursuit of Solithithkus at this point is in the Keeper's hands. Most likely, if he is feeling pressed, he will flee into Europe and attempt to lose himself in any number of large cities, first in the Balkans and later in Central and Western Europe.

As if this weren't enough, the Turkish government may get involved. If they know of the theft of the Tablets, they will notify foreign governments and request they take action against anyone in possession of them. They will also demand their return and most governments will acquiesce to this, especially since only the investigators, the Cult of Ithaqua, and the Serpent Man know of the true power of the Tablets. However, criminal elements may become interested in this chase and eventually the cult may learn of it as well. As is quite evident, this could turn into a monstrous chase across Europe involving diverse and often opposing

Turkish Soldiers

These soldiers may be used and reused as necessary. They represent the troops at the dig site at Alexandropolis and may also represent troops elsewhere in Turkey. By changing their nationality, they may also serve as Iraqi soldiers in the event the investigators travel to Baghdad, Babylon, or Nippur. Consider the Turkish soldiers to be capable and courageous and unlikely to give up without a fight.

	Lt.	Sgt.	Sgt.	Cpl.	Cpl.	Pvt.	Pvt.	Pvt.	Pvt.	Pvt.	Pvt.
STR	12	15	13	16	12	12	17	11	14	14	15
DEX	13	12	12	13	15	16	12	13	10	16	11
INT	14	13	15	12	15	11	10	9	13	13	15
CON	13	15	14	17	13	13	17	12	12	14	13
APP	16	8	12	13	8	10	11	15	9	12	14
POW	15	14	12	12	13	9	10	16	9	12	11
SIZ	13	15	12	15	12	13	14	10	13	13	14
EDU	13	13	13	12	11	10	8	6	9	9	10
SAN	74	60	57	55	62	44	50	76	40	59	49
Luck	75	70	60	60	65	45	50	80	45	60	55
Hit Points	13	15	13	16	13	13	16	11	13	14	14
Damage Bonus	+1D4	+1D4	+1D4	+1D4	+0	+1D4	+1D4	+0	+1D4	+1D4	+1D4
Age	22	40	27	22	21	19	19	17	22	20	25

Education: varies, but little or no higher education except for the lieutenant

Private Skills: Climb 60%, Conceal 40%, Dodge 15%+(DEXx2)%, Drive Automobile 25%, First Aid 35%, Hide 60%, Jump 45%, Listen 55%, Mechanical Repair 25%, Land Navigation 20%, Sneak 70%, Spot Hidden 70%, Swim 50%, Throw 50%

Corporal Skills: same as "Private Skills," but five percent higher. They also possess Persuade 30%.

Sergeant Skills: same as "Private Skills," but ten percent higher. They also possess Land Navigation 35%, Persuade 50%, and Psychology 25%.

Lieutenant Skills: same as "Private Skills" plus the following: History 40%, Law 10%, Land Navigation 40%, Persuade 50%, and Psychology 30%.

Languages: Turkish EDUx5%. Some, including both Sergeants and the Lieutenant, have Arabic 40%. The older Sergeant has German 50% and the Lieutenant has English 45%.

Attacks:

Rifle Attack 50%, 2D6+4 damage (military rifle)
Bayonet Attack 40%, 1D6+1+db damage (bayonet attached to rifle)
Large Club Attack 45%, 1D8+db damage (rifle)
Large Club Parry 40%
Fist/Punch Attack 75%, 1D3+db damage
Handgun Attack 45%, 1D10 damage (military handgun) — lieutenant only
Sword Attack 35%, 1D8+1+db damage (sabre) — lieutenant only
Sword Parry 30% — lieutenant only

Arms: one M1903 Mauser 7.65mm bolt-action rifle and one bayonet. The lieutenant carries a Mauser M1896 9mm pistol and has access to a sabre though it is usually not worn and is left in his tent. Two crates of World War I surplus hand grenades are stored under some blankets in the lieutenant's tent and may be brought out in an emergency. Each has a 30% chance of being a dud.

groups. The Keeper must be prepared for this and may wish to avoid it by discreetly steering events in other directions. On the other hand, a frantic and deadly pursuit across the continent with multiple factions fighting back and forth could be a lot of fun.

The Cult's Arrival

One question remains. How might the cult arrive at Alexandropolis? This is strictly in the hands of the Keeper who must judge when it is reasonable for the cult to grab the Tablets. If the investigators dawdle, Higginbotham and his party will eventually track the Tablets down and take them. If the investigators are swift, they should have the first crack at them. Only if the group remains for a long time in Alexandropolis (perhaps because of the sarcophagus) should there be even a remote chance for Higginbotham to enter the area at the same time.

One obvious variable is Reinhold Blair and his "hit team." If he is following the investigators, he may indirectly notify Higginbotham of their presence in Alexandropolis in the manner previously described. He then may either attack the group (almost certain if he thinks they have the Tablets) or bide his time to wait for Higginbotham. The specifics are purely in the Keeper's hands since each group of players is unique and situations can be radically different.

Running With The Tablets

Once the Tablets are in the custody of either the cult or the investigators, an international race begins. Just escaping Turkish authorities is a fairly significant challenge (assuming they are aware of the Tablets). Each side must determine how they are going to return to the United States. This situation can be very complex if one or both sides possess sufficient information to pursue each other. The involvement of Solithithkus can complicate matters even further.

Aside from the possibilities concerning Solithithkus, the campaign at this point can go two ways. The first is that the investigators obtain the Tablets and maintain possession of them. The second is that somewhere along the way, the cult discovers the Tablets or wrests them from the investigators. Each possibility is dealt with separately below.

- Ideally, the investigators will be the ones to uncover the Tablets and make off with them. Once Turkish law is evaded, they must reach the United States. This will probably involve travel on liners and/or trains to a port in France or the United Kingdom and then a transatlantic voyage to New York City. Pursuit by the cult, law

enforcement, Dr. Morrow, or even criminals can complicate this and force the investigators to take a circuitous route in an attempt to avoid detection and apprehension. Furthermore, the Tablets would be subject to confiscation by customs upon entry to the United States if an alert of some sort was sent out by the Turkish government. The specifics are up to the Keeper since each situation can be radically different and involve numerous variables. One important side note remains here. If the investigators somehow have all the information they need to successfully use the Tablets, they do not have to return to the United States. They can just go north, perhaps to Scandinavia, and complete the process that ends in Ithaqua's downfall—see Chapter Ten.

- If the cultists gain control of the Tablets, they will depart Turkey and travel by the swiftest and most secure possible means to New York City. From there they will travel by train to British Columbia where the final ritual with the Tablets will be performed. The Keeper must decide whether the authorities can slow them or even apprehend them along the way.

- In the event Solithithkus manages to snatch the Tablets and run, he will begin by leaving the immediate area of the excavation and will make his way to the nearest village. There, he will collect a suitable victim and use Consume Likeness to assume his or her identity. Since this spell takes a significant amount of time, he may be forced to continue running if pursuers are hot on his trail. An alternative is for him to turn on pursuers and attempt to kill them with his arsenal of spells. If he is not dealt with swiftly, he will eventually reach a large city such as Ankara or Istanbul where he will take up temporary residence in order to learn the language and customs of the new world he has awakened in. It is up to the Keeper to moderate this as he or she deems fit since each situation can be radically different. Note that ultimately Solithithkus should be intercepted by the investigators or the cult, forcing a return to the first two options described above.

From this point on, it is assumed that the cult has gained control of the Tablets. The reason for this is simple. If the investigators manage to evade pursuit, they can travel back to the U.S. and cast the final spells (assuming they have them) which doom Ithaqua in relative safety—see the next chapter. If the cult gets the Tablets things are more complicated, and so this option is explored in greater detail. Of course, even if the investigators have the Tablets things aren't as easy as they sound and anywhere along the way the cult might steal the Tablets and return to their final plan.

Stats

Dr. Cedric Morrow, head of the Alexandropolis dig
Nationality: English

STR	12	DEX	16	INT	15	CON	12
APP	15	POW	14	SIZ	12	EDU	20
SAN	64	Luck	70	HP	12	Age:	53

Damage Bonus: +0
First Appears: Alexandropolis (Turkey)
Education: Ph.D. in Archaeology from Cambridge University
Skills: Anthropology 25%, Archaeology 88%, Cartography 40%, Credit Rating 65%, Drive Automobile 32%, Geology 39%, History 75%, Library Use 66%, Listen 38%, Occult 55%, Persuade 48%, Psychology 20%, Ride 49%, Spot Hidden 80%
Languages: Arabic 41%, English 100%, French 81%, Greek 75%, Sumerian Cuneiform 37%
Attacks: none above base skill
Notes: Morrow is a capable archaeologist with excellent credentials. He is a suspicious sort who is paranoid that visitors might try to publish findings about the dig before he has the opportunity. A letter of reference from Dr. Wallace will do much to assuage his fears and colleagues bearing such a document will be welcomed heartily and provided full access to the site.

Dr. Felix Mercer, archaeologist and assistant to Morrow
Nationality: American

STR	8	DEX	11	INT	16	CON	11
APP	12	POW	13	SIZ	11	EDU	20
SAN	60	Luck	65	HP	11	Age:	43

Damage Bonus: +0
First Appears: Alexandropolis (Turkey)
Education: Ph.D. in Archaeology and M.A. in History from the University of Illinois
Skills: Anthropology 34%, Archaeology 77%, Cartography 34%, Credit Rating 44%, Drive Automobile 25%, Geology 31%, History 67%, Library Use 70%, Listen 30%, Occult 50%, Persuade 70%, Spot Hidden 70%, Swim 35%
Languages: English 100%, French 62%, German 65%, Greek 44%, Latin 34%

Attacks: none above base skill
Notes: While not as experienced as Morrow, Mercer is a competent archaeologist who has participated in several major digs. He is not as paranoid as Morrow about information leaks, but he will go out of his way to safeguard the dig from nefarious individuals. In the event Morrow leaves, falls ill, or dies, Mercer becomes the head of the dig.

Dr. Hassan Bayar, archaeologist
Nationality: Turkish

STR	15	DEX	13	INT	15	CON	16
APP	12	POW	11	SIZ	15	EDU	18
SAN	52	Luck	55	HP	16	Age:	40

Damage Bonus: +1D4
First Appears: Alexandropolis (Turkey)
Education: Ph.D. in Archaeology and M.A. in History from the University of Berlin
Skills: Anthropology 27%, Archaeology 65%, Drive Automobile 25%, Geology 40%, History 57%, Library Use 51%, Listen 50%, Natural History 40%, Occult 60%, Persuade 52%, Ride 56%, Spot Hidden 66%, Swim 32%
Languages: Arabic 55%, English 75%, German 57%, Greek 63%, Turkish 98%
Attacks: none above base skill
Notes: This Turkish archaeologist assists the foreigners at Alexandropolis and helps ensure items are not removed from the site. His function is well known to all involved and is not meant to be some sort of great secret. Hassan is actually a very likable person and helps act as a liaison between the foreigners and the government. He is not an interpreter though he can serve as such should the need arise. If he becomes aware of pilfering, he will notify the guards who will shut down the site and detain all present. Government investigators will then come in and make arrests if appropriate (and perhaps even if they aren't appropriate).

Solithithkus, Serpent Man sorcerer
Nationality: N/A

STR	16	DEX	14	INT	22	CON	16
APP	N/A	POW	23	SIZ	15	EDU	N/A
SAN	N/A	Luck	115	HP	16	Age:	immense

Damage Bonus: +1D4
First Appears: Alexandropolis (Turkey)
Education: N/A
Skills: Astronomy 90%, Biology 57%, Cthulhu Mythos 75%, Geology 61%, Hide 70%, Jump 57%, Listen 95%, Land Navigation 64%, Sneak 63%, Spot Hidden 81%, Swim 99%, plus numerous other skills as the Keeper sees fit
Languages: fluency in several dead languages including Sumerian Cuneiform 100%
Attacks:
Bite Attack 44%, 1D8 damage plus potency 16 poison. This attack can made simultaneously with most weapon attacks. The resistance roll versus the poison is a competition between the potency and the victim's Constitution.
Sword Attack 52%, 1D8+1+db damage (does not possess one)
Small Club Attack 46%, 1D6+db damage (any small club-like object)
Fist/Punch Attack 60%, 1D3+db damage
Armor: one point of scales
Spells: Cloud Memory, Clutch of Nyogtha, Consume Likeness, Contact Sand Dweller, Dread Curse of Azathoth, Fist of Yog-Sothoth, Flesh Ward, Hands of Colubra, Implant Fear, Shrivelling, Summon/Bind Nightgaunt, Voorish Sign, Wrack
SAN Loss: 0/1D6 (if true form is viewed)
Notes: Solithithkus will awake as one confused Serpent Man. Centuries have passed since he last trod the Earth and if he is allowed to reawaken, he will be in poor shape. Not only does he lack modern language skills, but he will be surprised by the technological advancements made by the primates he once considered a trash species. In no way will he be daunted by this; his opinions will not change, only his reaction. In his day, he was a formidable sorcerer and this knowledge has not degraded. He will use his magic and other knowledge to conceal himself in the teeming masses of a large city, if he makes it that far. Over time, he will learn modern languages and prey on those around him. If he possesses the Tablets of Destiny, he will become extremely dangerous since he can access more of its power than can the investigators. This will take time, however, since he must first escape pursuit and then take time to study his new toy.

D E T W I L L E R

CHAPTER TEN

Day of Reckoning

Unless some investigators or their proxies remained behind to torment cultists in New York, all should be quiet when those bearing the Tablets arrive. The cultists have no problem slipping by customs with their prize since there are innumerable methods of beating the system. Once they have debarked, they will be greeted by an escort of waiting colleagues if they were able to send a telegram or the like sometime during the trip. Otherwise, they are on their own for the time being.

Their first action is to contact the local cult and arrange for passage by train to Seattle. Such a trip will require several changes of trains and transfers can be somewhat confusing, making them potentially vulnerable to a strike by the investigators. At all times the Tablets will be kept under heavy guard with Reinhold Blair or another powerful cult priest always in very close proximity. Most likely, they will be in a locked basswood steamer trunk. The trunk itself has two built in locks and a padlock, but can be easily chopped or smashed open. The Tablets will be individually wrapped in burlap and securely tied with twine. An especially rude Keeper may opt to have the cult place some sort of venomous snake within as a kind of surprise for the unwary.

Once they begin the final leg of their journey, the investigators have all sorts of opportunities to grab the Tablets. However, at least two dozen heavily-armed cultists plus all available priest-types will accompany them, thus making a frontal assault exceedingly unwise. Inventive investigators may meet with success if they are patient and don't rush into the first plan that presents itself.

Into the Northwest

Upon arrival in Seattle, the Tablets and their escort are greeted by several local cultists who take them to the Hilton for an overnight stay. The next morning, the whole entourage goes to a local warehouse in which is parked a fleet of six trucks. These are boarded with a trunk being placed in the back of each. Each trunk looks the same as that bearing the Tablets so unless the investigators have surreptitiously marked the correct one (note that these other trunks were waiting in Seattle with the trucks and were not being hauled all over the world by the group) or are very good at the shell game, it is impossible to be sure which vehicle carries the focus of the investigation. If Reinhold Blair still lives, he will be in the truck with the Tablets; otherwise another priest will accompany them. Since several priests are present and are riding in different trucks, merely assuming one is with the Tablets is no sure way of guessing which is correct. However, knowledge of Reinhold Blair's personality and ego may lead the investigators to assume he would insist on being near the artifact.

After a quick check of the vehicles, they are boarded and driven out of the city. If this trip occurs during the winter months when snow can be a major obstacle to road travel, all vehicles will be equipped with tire chains and liberal amounts of tools and spare parts in order to allow the occupants to extricate themselves from snowdrifts and ditches. In any event, the roads will be fairly clear due to Ithaqua's influence, but after they have arrived at their destination, a blizzard will soon bury all roads and trails in a thick blanket of snow.

At the outskirts of Seattle, they rendezvous with two automobiles which complete the motorcade. They then drive north to the Canadian border. Crossing through the border checkpoint is no problem. All weapons and contraband are well concealed and markings on the vehicles indicate they belong to a Canadian logging company, Suttermeyer & Wayland. If any problems arise (possibly caused by shrewd investigators), the four Royal Canadian Mounted Police and any other witnesses who are present will be ruthlessly gunned down. Bodies and other evidence (blood stains, expended cartridge casings, etc.) will be cleaned up and concealed as best as possible if time and opportunity allows. Once they are past the border, they are essentially homefree though eventually the "Mounties" could begin pursuit. Such an enterprise would be too little too late, since the ritual involving the Tablets will be complete before a sufficient force could be mounted.

As they proceed north, the motorcade stops only infrequently. What few towns are encountered are blown through at high speed. Only occasionally do they stop to allow for some to relieve themselves, stretch their legs, and refuel the vehicles using gasoline carried in cans in the trucks. At all times they watch for potential witnesses and dangers though on long expanses of remote road, many in the back of the trucks sleep. As they progress, the road gets rougher and rougher. The final town is Winslow and there is only a brief stop here to replenish supplies of food and gasoline. More on Winslow is given later. Unless they are interrupted, the motorcade departs after only fifteen minutes and continues on.

After a day or so of virtually nonstop driving, they turn off onto a narrow, disused logging road. This winding track leads for about twenty miles and vehicles passing down it can generally only safely go no more than five or six miles per hour. Near the end is an even worse track that is barely passable for vehicles, impassible if there is more than just a thin dusting of snow on the ground. Fortunately, it is only a half mile long and ends at a large cabin belonging to Reinhold Blair. Recent snowfall may force the trucks to be abandoned at the head of the access drive to the cabin.

Winslow

More of a small settlement than an actual town, Winslow is mainly inhabited by loggers and employees of Suttermeyer & Wayland. The cult owns a lot of the company's stock and has much influence over its operations, but does not control it completely. The town is built around the sawmill and accompanying facilities, but during the winter months, operations are curtailed due to inclement weather. While the sawmill has electricity due to a gasoline generator, the rest of the town lacks electricity, telephones, and other such modern conveniences. The population rarely exceeds one hundred in the winter and about thirty percent of these are cultists who will attend the final great cult ceremony. Winslow has no hotel or boarding house. Social life revolves around Smitty's Saloon and Carl Bander's General Store. The latter also contains a telegraph set and a small post office which is operated by the proprietor of the store. Three dozen post office boxes are in here and one belongs to Reinhold Blair though it is almost always empty.

Discreet inquiries around town about the whereabouts of Blair or the location of his cabin meet with negative results. Some of the "townies" know where he lives, but will not reveal this knowledge to strangers even if bribed or coerced. Blair's dark reputation has greatly affected the people of Winslow.

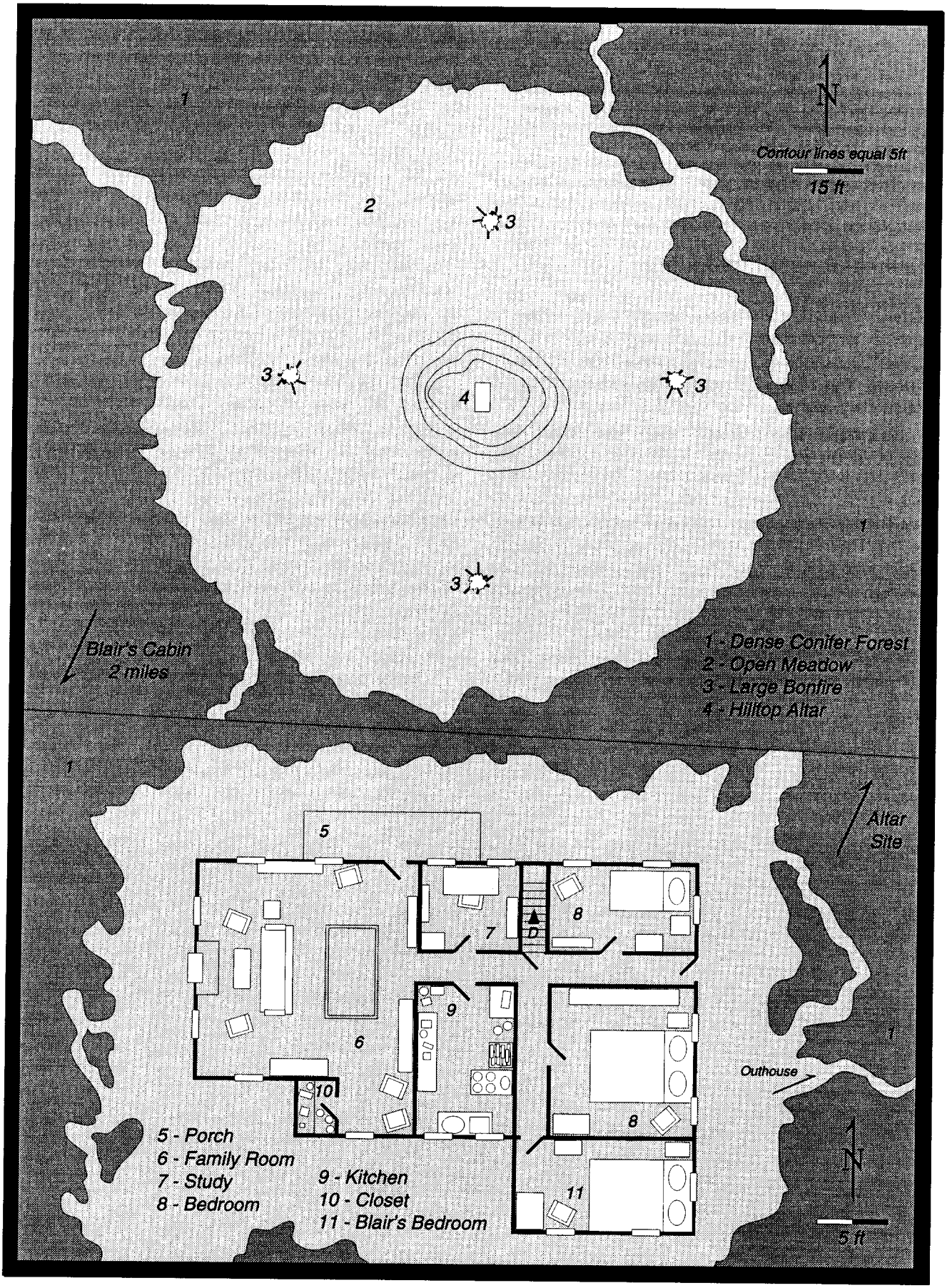
If the investigators desire lodgings and don't wish to camp out, for a few dollars a storeroom or hayloft may be made available. The general store has plenty of supplies and a group with sufficient funds can be completely equipped with outdoor gear, provisions, and even a few hunting rifles and shotguns. Handguns and pistol ammunition are not sold and only 1D3+1 used long guns are available. A Luck roll is required of each. If failed, the weapon is in poor condition and has double the chance to jam. Weapons that do not normally jam, such as double barrel shotguns, still have the chance to seize up and not operate correctly. In addition, most ammunition that is sold is of the handloaded variety and has an 8% chance of misfiring per shot. Prices of all equipment are somewhat inflated, but most items are still reasonably affordable.

Strangers in Winslow will inevitably attract the cult's attention since visits are rare, even for government inspectors and the Royal Canadian Mounted Police. If the cult realizes something is wrong or is aware of the true identities of the group, appropriate punitive action may be taken. If any investigators are captured, they could find themselves the focus of a ritual sacrifice.

The Ritual Site

Blair's cabin is an infrequently-used place built by him at a time he desired solitude and peace. Generally used for hunting trips, when he became one of the most rabid cultists it became a center of Ithaqua-worship. A nearby tribe of Indians, the Caanyu, are also Ithaqua worshippers and they maintain a large altar to their god in a clearing two miles from the cabin. Their village is three miles beyond that and this obscure tribe is generally not known to anyone outside a few bureaucrats and census takers in the Canadian government — and Reinhold Blair and his buddies.

The cabin is a single-story structure made of mortared timbers with a stone foundation. It is a rustic place with quality furnishings brought in from cities and towns to the south. The basement contains crates of supplies and a well-stocked pantry. While it lacks electricity, a well pump in the kitchen provides water and an outhouse is one hundred feet away. The new arrivals can all fit in the cabin in a rather cramped fashion. Little unusual is in here. However, if the


N
Contour lines equal 5ft
15 ft
1
2
3
4
Blair's Cabin
2 miles
1 - Dense Conifer Forest
2 - Open Meadow
3 - Large Bonfire
4 - Hilltop Altar
Altar
Site
5
6
7
8
9
10
11
D
Outhouse
5 - Porch
6 - Family Room
7 - Study
8 - Bedroom
9 - Kitchen
10 - Closet
11 - Blair's Bedroom
5 ft

The Caanyu

This fictitious Indian tribe has only about one hundred and fifty members living in and around a single village. It has long worshipped Ithaqua and has forsaken all other deities common among the Native Americans in this region. They are very secretive and almost never associate with outsiders, not even to trade. This has discouraged academics who may have wanted to study them and not even the Royal Canadian Mounted Police bothers them. Only about one third of them have any knowledge of English and the rest speak only their own strange and unique native tongue. Their shaman will be one of the main figures at the final ritual since he is extremely experienced at properly conducting rituals.

Journal of Reinhold Blair was not stolen by the investigators from the cult base near Endurance, Alaska, Blair will still possess it and conceal it in a niche under a floorboard in his bedroom. This allows the group a second shot to get it though it is pretty much irrelevant at this point.

An overgrown trail leads from the back of the cabin to the previously-mentioned altar. In the winter months, this trail is extremely hard to detect unless it has recently been used, whereupon following the tracks in the snow is quite easy. The altar itself is a creation of the Caanyu Indians who use it on a monthly basis, sacrificing a specifically-chosen child or woman to their god. So far, they have been able to placate their temperamental god and earn his favor though one botched ritual would change this. Sacrifices do not have to be willing and occasionally outsiders (hunters, government officials, loggers, etc.) find themselves under the knife of the tribal shaman. However, for the most part, sacrifices are chosen from within the tribe.

The altar is in a wide forest clearing perhaps one hundred and fifty feet in diameter. Twenty feet from the treeline at the four cardinal points are sites for great bonfires. The center of the clearing is occupied by a man-made mound forty feet wide and twenty feet high. Crude steps are cut into the north side allowing priests and important devotees to climb to the top. While the investigators will see the mound when it is covered with a thick blanket of snow, during the summer months it is covered with grass with only the steps being set with smooth flagstones. Atop the mound is a large crudely-carved stone block (8' long, 4' wide, 4' high). This serves as a table on which materials are placed and sacrifices are conducted. Evidence of past sacrifices is quite evident since the stone is heavily stained and has obviously seen much use.

The Calling

The culmination of years of cult efforts occurs in the remote altar clearing previously described. The events immediately prior to the ritual and the ritual itself will now be described as if the investigators choose to merely watch or are not present at all.

In the days just before the ritual, the snow-covered altar site is cleared by local Indians of any debris that may have blown in recently. The bonfire sites are uncovered and dry firewood is brought in and stacked nearby. The wood is then covered with a tarpaulin until the evening before the ritual when the firewood is finally laid, but not lit. The top of the mound and the steps leading up its north side is cleared of all but a thin layer of snow. Remaining snow is tamped down to a hard consistency. All of this work serves to run trails throughout the clearing, making access easier for the revellers when they finally arrive. The evening prior to the ritual sees the final preparations. In addition to the bonfires being readied, oil-soaked torches are tied to tree trunks bordering the clearing and more torches are tied to eight foot long staves that are rammed into holes previously bored in the frozen turf around the base of the mound.

The final ritual occurs during the evening of the new moon of any month. The ground must be snow-covered and the site may not be near a population center — Blair's retreat is perfect. Cult members begin assembling as the sun goes down. Many bear torches and all are dressed in heavy parkas or other appropriate clothing. None appear to be distinctive in any way and would appear normal were they to be encountered anywhere else. Observers will note, with a successful Spot Hidden roll, that the worshippers are of many ethnic groups. All those at Blair's cabin attend the ceremony as well as all local Caanyu. While this provides the investigators the opportunity to sack the cabin, such activities are irrelevant if the ritual succeeds.

Subtle investigators can observe the evening's activities from the woodline in relative safety and a few could even slip in among the cultists to get a closer look as long as they are similarly dressed and don't run into someone who might recognize them. By the time the last cultists arrive, the clearing's population swells to over two hundred. The bonfires and torches have been lit by this time and the fires are constantly kept fed by attendants.

At approximately nine o'clock, a cluster of people climbs the mound and quiet settles over the area. As the mass of devotees passively watch the activities on the mound, the priests around the altar begin chanting. Chants vary in intensity, but observers can detect, with a successful Listen roll, names of several Mythos deities, not just Ithaqua. This continues for an hour and all within a mile, including the investigators, lose a point of POW. Next, a young Indian woman (or a captured investigator) is brought to the altar and is strapped to it. A priest of the Keeper's choice (see the Stats section or create your own) then produces a long blade that from a distance appears to be about the size of a large bayonet or dirk. Assistants cut her parka away and strip away her undergarments, baring her chest to the priest. He then motions to all and raises the knife high above his head. All chanting ceases and for several moments the entire area is completely silent. Then, the knife is plunged downward into the victim's body, piercing her

heart and causing death. Chanting renews at a very vigorous rate while the priest paints symbols on the faces of those around him using the victim's blood.

The Tablets of Destiny are then brought out of the trunk in which they were stored and are placed around the steaming corpse. Each is smeared with blood which nearby witnesses may notice almost immediately soaks in and vanishes. This is the final step in the ritual and once completed, nothing can be done to stop the results. The wind now begins to increase and snow and ice particles blow through the clearing, reducing visibility to thirty feet or so. Within 1D4 minutes, a deafening howl/shriek booms from the skies causing all non-cultists to lose 1/1D6 SAN. Survivors of the Prologue may remember this howl as being that of Ithaqua and should deduce that he is on his way.

Within 1D2 minutes after the howl is heard, Ithaqua descends from above and lands in the clearing. His arrival is accompanied by tornado-like winds, knocking all to the ground, bending nearby trees, extinguishing most torches, and scattering the bonfires. Most in the area suffer minor bruises and contusions from this treatment. If a Luck or Jump roll fails, 1D2 hit points damage is received and if the roll if fumbled, the victim is struck by a flying tree limb or other debris and receives 1D8+1 damage. The Wendigo's landing causes even more devastation as unfortunate worshippers are crushed beneath giant, uncaring, webbed feet. He straddles the mound and the winds almost immediately die down to a tolerable level. Viewing the Wind-Walker causes the loss of 1D10/1D100 SAN. Those who viewed the sacrifice lose an additional 1/1D6 SAN, 1/1D10 if they believe something could have been done to stop it. An additional 1/1D6 SAN is lost if the person sacrificed was a member of the investigators' group. The ceremony cannot help but please the temperamental Ithaqua since it has just succeeded in releasing his life essence from the Temple of the Winds. As he proudly gazes at his devoted worshippers, the insignificant investigators will be ignored. After all, it is too late for them to do anything. Those who have the audacity to attempt to intervene at this point will be swiftly and mercilessly crushed by a great webbed foot or quick-frozen by a blast of cold air.

Foiling the Cult

With this in mind, what can the investigators do to stop the ritual? Actually, it is relatively simple to throw a monkey wrench into the cult plan at this point though it involves placing the lives of all nearby people in great danger. First, the investigators may simply steal the Tablets of Destiny and attempt to spirit them away from the area. This is no easy task since the cult has scores of able-bodied men and women who will pursue the thieves relentlessly. A better but more dangerous option is to interrupt the ritual in some

drastic way once it has started. Killing or kidnapping the sacrifice or one of several key priests will disrupt the ritual and greatly anger Ithaqua.

This violent entity, who is already in the region, will rush to the scene and punish those responsible for the poor execution of the ritual. People in the clearing will be targeted first and he will not distinguish between investigators and cultists. Thus, intrepid investigators may be able to escape in the confusion though a few may be caught in the indiscriminate attacks. Each should be required to make a Luck roll. If it succeeds, that individual escapes for the time being. If it fails, a Dodge roll may be attempted. An unsuccessful Dodge roll indicates the victim has been slain by one of a number of attacks Ithaqua is capable of delivering. If it succeeds, the victim takes 2D8 damage, but at least has a chance to survive. Those who fall unconscious in the clearing are either killed directly by Ithaqua's attacks or when he drops the temperature in the clearing to a shockingly cold -200° F.

Those who escape Ithaqua's immediate retribution are not yet out of the proverbial woods. Enraged by the ineptness of his followers and his own lack of self-control (he has essentially shot himself in his webbed foot since this tantrum has caused the ruination of his own well-laid plans), Ithaqua will depopulate the region. Unless the investigators act decisively and go south immediately by the swiftest means available, their deaths are unavoidable. If they are split up and travelling separately, the Keeper must determine which group or individual encounters Ithaqua first. There is no way to save oneself once Ithaqua is encountered. The fate of each individual is up to the vivid imagination of the Keeper. Shrewd and knowledgeable investigators may have one weapon in their arsenal that can save them. If they know Dismiss Ithaqua or Dismiss Sila and can successfully execute it, they will have enough time to flee south to the relative safety of warmer climes where Ithaqua's influence is tenuous at best.

Alternatives

It is clear the investigators can ruin the cult's plan at the end fairly easily though they may not realize this. However, this can backfire. If Ithaqua gains possession of the Tablets of Destiny, he can use them personally to release his life essence and is well-equipped to call on the full power of this great artifact. The investigators must take special care to prevent the loss of the Tablets to the Wendigo. A well-timed and successful casting of Dismiss Ithaqua combined with a rapid retreat south is the investigators' best bet. Ithaqua can exercise influence worldwide, but his reach is very limited in areas south of 12° north latitude.

The best option for the group is to avoid a confrontation with the cult altogether and use the Tablets on their own to cast the Ritual of Banishment. If successful, total victory is gained, or at least the best that can be expected. The Ritual does nothing to reduce Ithaqua's current level of power and influence. Rather, it helps ensure Ithaqua does not ascend to a higher level of power and become a more-tangible threat. The investigators have a lot of leeway in choosing the casting site and time for the spell. This is helpful since the cult will be actively seeking the Tablets of Destiny and the group may be on the run. Potential casting sites are innumerable, but a remote area near the Barrow home in Maine or the cabin of Carter MacBane in the Yukon Territory are two possibilities. The spell has a number of requirements and constraints which are detailed further on page 201. The Keeper is urged to read the ritual description carefully since he/she must choose what option to use and whether or not the ritual should be modified somewhat to accommodate the players.

Power of the tupsimati

Since the scene at the Temple of the Winds, the Tablets of Destiny have become central to the conduct of the campaign. They hold the power capable both of thwarting Ithaqua and freeing him to ravage the world. However, using them is no easy task. While the cult already possesses the knowledge, the investigators are at a decided disadvantage. They must use either the Ritual of Knowledge or acquire the *Journal of Nathan Higginbotham* in order to be able to command the Tablets and get them to provide the knowledge needed for victory.

Normally, the Tablets contain the history of a certain period in general detail. It can be of virtually any time. Examples include the conduct of the Second Punic War, the administrative history of the Polish government in the 1920s, the general history of Japan in the sixth century B.C., the cultural history of Neanderthal clans of the Rhine Valley, and so on. Each time the Tablets are consulted, the content changes and the content also changes periodically on its own, generally once every two or three hours or so. When it does change, the cuneiform figures slowly and subtly change, but the change may be noticed if the Tablets are being watched at the correct time. The information is fascinating to historians and is completely accurate and impartial though some elements are obviously impossible to confirm (such as the history of the Jurassic Period). Names of important sites, people, species, and so on are mentioned and names vary in order to adapt to the norms of the time. Thus, a commentary on Turkey might list the city of Constantinople when it is discussing the nineteenth century, but when the Great Depression is described, it is called Istanbul. While interesting, this information is of little or no use in the campaign and the investigators cannot direct what appears on the Tablets.

Naturally, there is a way to override this "automatic setting." Using the information obtained via the journal or the Ritual of Knowledge, the group learns that to be able to

Sample tupsimati Questions

Question	Answer
How can we defeat Ithaqua?	Successfully employ the Ritual of Banishment.
Can you provide the Ritual of Banishment?	Yes. (whereupon it will detail the ritual and how it is performed)
Are there any negative side affects to this ritual?	Yes.
What are the negative side affects to the ritual?	Part of the soul of each participant is destroyed, leading to temporary physical weakness and, in some cases, death.
Can this negative side affect be prevented?	No.
Can the *tupsimati* be destroyed?	Yes.
Can we destroy the *tupsimati*?	That is not within your means.
How can the *tupsimati* be destroyed?	Through the combined efforts of multiple gods.
Are there any gods that might assist us in destroying the *tupsimati*?	No.
Why will the gods not help in destroying the *tupsimati*?	All powerful entities that know of the *tupsimati* want them.
Can the *tupsimati* be permanently removed from the grasp of the gods and anyone else?	No.
Will we succeed in thwarting Ithaqua?	(the Tablets go blank...this is a question concerning the future)
Is there greater power in the *tupsimati* that we can harnass?	No. Only a powerful entity such as a god may have full access to the complete power of the *tupsimati*.

call up information, the Tablets (all of them, not just one or two), must be completely soaked in fresh human blood. To do this requires a substantial quantity...ten pints to cover the entire set. Since blood coagulates and dries fairly fast, it must be reapplied every several minutes or the control is lost. Once they are suitably soaked, the reader — who needs at least a working knowledge (40%) of Sumerian Cuneiform — must simply concentrate on the Tablets, "will" them to answer his questions, and speak his or her questions out loud. The question may be in any language. The response comes in Sumerian Cuneiform writing on the Tablets.

Questions can be on any subject. Answers are usually simple and concise though are usually complete as well. Thus, most answers will appear on only one or two tablets while the rest remain blank. Complex questions will usually receive a response to the effect of "please elaborate." Otherwise, the response may be quite lengthy and take many tablets. Questions that are about the future cannot be answered and thus will be greeted by all the Tablets being blank. They can answer questions concerning intent. Thus, the Tablets will not answer a question like "What will Reinhold Blair do tomorrow?" However, if the question is "What does Reinhold Blair intend to do tomorrow evening?" It might respond by saying "He intends to conduct the Ritual of Knowledge." The Tablets will provide all sorts of information if properly asked: names, dates, spells, chemical formulae, etc. However, it cannot give the schematic for the atomic bomb (for instance) since that has not yet been invented by humanity. Note that it will only provide spells listed in published sources that are accepted by the Keeper.

With this in mind, is it possible for the Tablets to mislead the investigators? Yes. If questions are worded poorly, answers may be misleading or misinterpreted. They will not intentionally mislead and will elaborate where appropriate. Again, all answers are impartial and completely accurate. The *tupsimati* in itself (note that while it consists of multiple tablets, it is always referred to as a single unit) may be considered a Cthulhu Mythos item, but is actually a kind of neutral item that can be used for great

good or horrendous evil.

Once the investigators have the Tablets and learn how to access their information, they must acquire large amounts of blood, perhaps numbering in the hundreds of pints, especially if questioning lasts for more than a few minutes. Acquiring the blood may be done in a number of ways. Repugnant and stupid investigators may assume it must come directly from a living person and thus may start butchering anyone and everyone around. SAN loss for such a boof should be atrocious and that is assuming the Keeper even allows mass murders by supposedly ethical and responsible investigators who will, in theory, seek out other alternatives rather than assume the worst is the only one. Breaking into a hospital blood bank is possible, but more than one blood bank would have to be hit. Purchasing blood products on the black market is a possibility, but the sheer amounts required make this a problem. Perhaps the best way is to establish a blood bank (probably illegally) and pay people to donate blood. This may require the group to dodge the authorities, but if they look reasonably professional, they may avoid this obstacle.

Blood for the Tablets may be stored in insulated ice boxes or similar containers for prolonged periods (months) as long as they are kept constantly cold. While blood is only good for a few weeks when needed for medical use, the Tablets can use older blood. Once a suitable amount is stockpiled, the group will probably seek an appropriate place to use it. Any place will do as long as they are prepared to either leave a horrendous mess (the blood is not absorbed into the stone, unlike in the cult's Ithaqua ritual) or clean it up. Questioning is brief and because the writing is clear and concise, a competent interpreter can translate the answers quickly unless a Sumerian Cuneiform roll is fumbled. On the previous page is a listing of questions the investigators are likely to ask along with the answers. Obviously, such a list is not comprehensive and will also not include frivolous questions like "What was Charlemagne's hat size?"

As is evident when reading these questions and answers, it is ideal for the questioner to be precise and avoid the use of pronouns and other imprecise language. However, some is certainly tolerable and if there is any reasonable doubt as to the intent of the question, the Tablets will generally ask for elaboration or rewording of the question. Some answers will come with short elaboration, if appropriate and how elaborate this may be is up to the Keeper.

In the short term, the investigators should only obtain what are their bare needs in order to defeat Ithaqua. If they waste time asking all sorts of unrelated or marginally related questions, they will waste their dwindling supply of blood while vital questions may go unanswered. In theory, they will have plenty of time later for frivolous questions.

Once the Tablets are used and the campaign ends, more information remains concerning them. This is described in the "Aftermath & Consequences" section.

The Ritual of Banishment

Requiring the power of the Tablets of Destiny, this ritual is the only means available that can keep Ithaqua down for a long period of time. While it does nothing to reduce or inhibit Ithaqua's current power or status, it does affect the appearance of the Temple of the Winds. If successful, the spell will cause the Temple to appear every one hundred years instead of every year. The date does not change; the Temple will always appear on the winter solstice for a full twenty four hours. The ritual can also restore the Great Seal if it has been broken, thus returning Ithaqua to the state he existed in prior to the beginning of the campaign.

While only one version of this spell should exist in the campaign, the Keeper is provided two options and is welcome to choose between them. The first option may be controversial for some, but is what the author recommends. One of the primary aspects of the ritual involves sacrificing a human. This is common in the more powerful or important enchantments involving Ithaqua and there is little reason to believe that this ritual should be any different. Moreover, it provides an interesting moral dilemma for the investigators. Will they be willing to sacrifice a human, even if the subject is repugnant, in order to save the world? However, some Keepers may view this aspect as being too radical, so a more innocuous option is to eliminate the part involving the sacrifice. While it is not intended for both options to be available in the campaign, some may choose to allow each to crop up. In this case, the first should be the sacrificial version since the investigators may stop looking for options once they have found it. Only further efforts should be rewarded with the less vile version.

The ritual is a complex enchantment requiring a minimum of ten participants plus a priest or leader of some sort. It must be cast on a winter evening north of 12° north latitude. The ground must be snow-covered which probably means it will have to be cast far north of this latitude. The exact site must be away from any population center larger than a small village or hamlet. It begins with the participants standing in a circle around the leader who begins chanting and invoking the names of various Mythos entities. Those in the circle merely stand and passively watch while their POW is gradually drained over the span of one hour. Except for the priest, each loses 1D6 POW (the priest loses 2D6). A more lenient Keeper may make the loss be in magic points rather than POW. In either case, if the total exceeds fifty, the ritual proceeds into its second stage. Otherwise, it must be recast. Those who lose all their POW die and cannot be resurrected.

Stage Two involves the aforementioned sacrifice. The victim, who is not necessarily willing but must be conscious, is either tied to stakes in the ground or is bound to a table or other suitable furnishing. Any person can serve as the victim though the cult generally prefers using young women and children. The circle of devotees is reformed

around the victim and the priest draws a large, sharp knife. This is first plunged into the chest cavity, piercing the heart and causing relatively swift death. The priest then disembowels the victim and removes his or her entrails. These are placed in a dish as an offering to a number of deities, not specifically to Ithaqua. This process not only kills the victim, but drains all of his or her POW, making any sort of resurrection impossible. The ritual concludes with more chanting and entreaties to the gods.

The Ritual of Banishment has several results. Aside from the loss of POW or magic points, each participant loses 2D10 SAN, 1D10 if a sacrifice was not required by the Keeper. In the sacrificial version, the priest loses an additional 1D8 SAN for having to actually wield the knife. A successful ritual has a two-fold effect. First, it causes the Temple of the Winds to become a once-per-century event rather than an annual occurrence. Second, if the Great Seal within the Temple has been broken, it can restore the Seal and force Ithaqua's life essence back into its prison, thus reducing the Wendigo's power back to the level it was prior to the campaign. Restoring the Great Seal involves a conflict on the resistance table between Ithaqua's POW of 35 and half of the total amount of POW expended by the participants. If Ithaqua wins, the Seal remains broken. If the investigators win, the Seal is restored and Ithaqua is thwarted. In order to have this second effect, the Keeper may require that the ritual be conducted at or near (within ten miles) the North Pole. In a worst case scenario, the Seal may not be restored and the investigators may have to attempt the ritual up to several more times, certainly a grueling experience for anyone.

Note that because winter officially begins on the winter solstice (December 21), it is possible the Temple is in place at the North Pole when the group is performing the ritual. Furthermore, the cultists may be there trying the crack the Seal. If the ritual succeeds after the Seal is broken, the effect has already been described. However, if it succeeds before they do, the Seal is reinforced by the magic of the ritual and cannot be harmed this time. The Temple does remain in place for the rest of the winter solstice and is otherwise unaffected by the magic.

Aftermath & Consequences

Walker in the Wastes has four possible endings. First, the cult may be successful and release Ithaqua's life essence from the Temple of the Winds, either by destroying the Seal or by using the Tablets of Destiny. If this happens, Ithaqua will be free to roam the world unchained and uninhibited, with a massive increase in power. The long term consequences are devastating and a war among the Elder Gods could be the result. Even if this were not to happen, Ithaqua would exert massive influence over humankind and the inevitable result is that life as the investigators know it would change radically in a very negative way. Early effects would include a restoration of the temple of Ekur in Nippur followed by an increase of Ithaqua-worship in Iraq. This might possibly turn into a loss of communications in central Iraq and all who enter that part of the world disappearing and never coming out. This little Ithaqua-enclave would gradually spread until finally the whole world became affected. Of course, by that time, other gods, entities, or whatever may have intervened, resulting in a destructive war which humanity could hardly comprehend, much less do anything about.

The second possible ending is that the cult's ritual with the Tablets is disrupted and an angry Ithaqua destroys all those present. Even if some of the investigators escape, Ithaqua would seize the Tablets of Destiny and soon use them himself, ending in the result already described.

The third ending is that the Tablets can be lost or placed beyond the grasp of the cult, the investigators, and Ithaqua. If this occurs, the cult will renew its efforts to break the Seal in the Temple of the Winds and since it is an annual event and the cult has the support of Ithaqua, it is probably only a matter of time before they succeed. While the Tablets cannot be permanently lost, they may be lost for a significant period, perhaps even centuries or even more.

The fourth potential finale to the campaign is the ideal one for the investigators. This is where they manage to obtain, hold onto, and successfully use the Tablets of Destiny to alter the schedule controlling the appearances of the Temple. They may use the powerful Sumerian artifact in conjunction with the Ritual of Banishment to cause the Temple to appear once per century rather than once per year. While Ithaqua's current status remains unchanged (unless the Seal was broken, in which he case he is reduced to his pre-campaign state), his opportunity for freedom and greater power is dashed for the time being. Even better, if the Great Seal had been previously breeched, this ritual can restore it as well as alter the arrival schedule of the Temple.

Dealing with the Tablets

The one great loose end in this fourth possibility concerns the Tablets of Destiny. Once the campaign is complete, this powerful artifact may still be in the hands of the investigators. Knowing they are immensely powerful and can potentially command great power and influence the laws of and even the fabric of the universe, the investigators must make some important decisions. If a government is involved (most likely the United States or Canada) and can gain possession of them, they will be secured and taken beyond the grasp of the investigators, much like the Lost Ark of the Covenant in *Raiders of the Lost Ark*.

Most likely, the investigators will maintain possession

of them, but inevitably, they will become the target of various cults and entities that greatly desire the power they possess. Worse, they will probably corrupt those studying them. The Tablets do not exert some sort of corruptive aura in themselves, but the knowledge they provide may cause investigators holding them to abuse them in order to gain spells, financial information, military secrets, etc. Obviously, they were not created for use by mere humans. They can only realize their true potential in the hands of a powerful being. The more powerful it is, the greater the power that can be drawn on. It is left up to the Keeper the fate of investigators who control the Tablets, but perhaps the wisest long term option is to retire such characters unless someone wants to create follow-up scenarios.

Vengeance of Ithaqua

By the end of the campaign, Ithaqua should know who the investigators are and will seek to take vengeance upon them. As he is not omniscient, he cannot automatically know where they are and what their plans are so a primary focus of some cultists will inevitably be to find the group or individual group members and report their location to Ithaqua. In some cases, Ithaqua will order the cultists to take them out while in others, he will take personal action. As he is extremely vindictive, the latter is very possible. Ithaqua's reach is not infinite, but is further than the group may anticipate. In the far polar north and even as far south as 12° north latitude, he can put in a physical manifestation and strike with pretty much his full strength. However, he is stronger in cold weather and during the winter. The Keeper may limit him during the summer months and warm weather as he or she sees fit.

From 12° north latitude south to the equator, a physical manifestation might be possible in very cold weather, but is extremely unlikely. Rather, he will rely on influencing the weather, perhaps causing a terrific storm that could precipitate a plane crash, destructive tornado, or similar catastrophe on unlucky investigators.

South of the equator, his influence is even more limited with his storm-making and weather-control ability diminishing the further south he goes. Typically, the lengths and intensities of storms will diminish and even in cold climates and weathers, he will be weak and fairly ineffectual. Investigators succeeding in Cthulhu Mythos rolls should know this or at least have a general idea of it and will likely deduce that a permanent move to Australia, Argentina, or South Africa is a wise choice. Remember, if they travel north of the equator, this does not mean Ithaqua can pounce on them right away. He must learn of them legitimately, probably through the cult.

For all intents and purposes, the survivors of *Walker in the Wastes* are forced to retire since they are probably more worried about survival than investigations. Even if the

SAN Rewards and Penalties

Action	Result
Recover the Tablets of Destiny and keep them secure	+1D10 SAN
Fail to recover the Tablets, but they are beyond the grasp of the cult	+1D8 SAN
Eliminate Reinhold Blair (incarcerated or killed; only if his impact and threat is known to the group)	+1D10 SAN
Successfully use the Tablets of Destiny and prevent the annual appearance of the Temple of the Winds	+1D20 SAN
Successfully dismiss Ithaqua	+1D20 SAN
The Cult of Ithaqua gains control of the Tablets and successfully uses them	-2D20 SAN

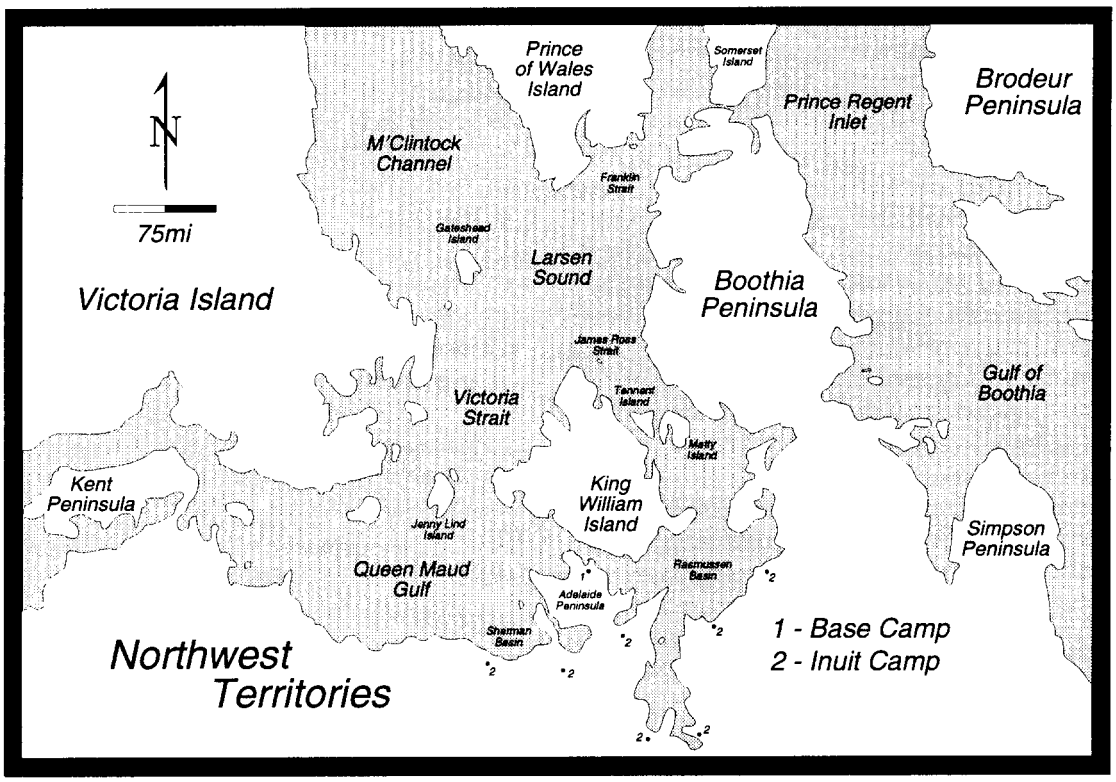
Bonus SAN Rewards and Penalties

Action	Result
Survive (and be involved in) the entire campaign from beginning to end	+1D10 SAN
No investigator or close friendly NPC dies	+1D10 SAN
Other bonuses or penalties as the Keeper sees fit	variable

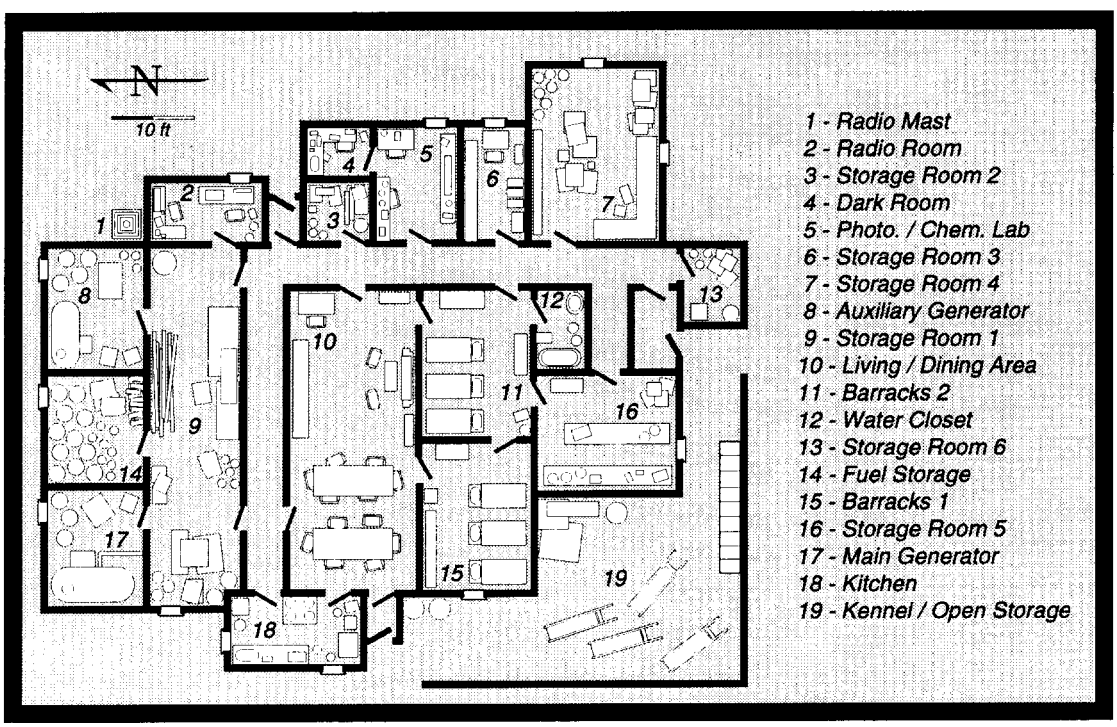
tupsimati are dumped in a deep part of some ocean or left in a collapsed coal mine, the cult and Ithaqua pose a permanent and enduring threat. However, the Keeper should feel free to continue to allow the investigators into scenarios when and where appropriate though it should be remembered that this "vendetta" could serve to interrupt and possibly ruin a scenario should it pop up some time. Probably the best choice, aside from retiring the group, is to write scenarios tailored specifically for them and such do not have to involve Ithaqua.

Whatever their ultimate fate, if the investigators have prevailed they have accomplished a truly amazing feat. They have actually thwarted the wishes of a god and thwarted the efforts of hundreds of his human servants. They have traversed the globe, solved more than a few historical mysteries, endured terrible dangers, and lived to tell the tale. Of course, no one will know or appreciate what they've done, and they may well be on the run from the law for good. But such is the fate of those who have the courage to take a stand, especially against a foe as merciless and vengeful as the *Walker in the Wastes!*

Player Aids



Player Aid #1



Player Aid #2

 this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Player Aid #3

Dear Horice,

Due to an unexpected family emergency, I am forced to leave indefinitely to take care of business stateside. I am sorry for the short notice, but it was unavoidable. When things are stable at home, I will contact you.

Alex Dutton

Player Aid #4

SURVEYORS MISSING!

GOVERNMENT LAUNCHES SEARCH

Yesterday afternoon, the Department of the Interior's Alaska office announced that two of its surveyors were overdue to return and that a search is being mounted to find them. The surveyors, George Cuthbert and Andrew Saunders, were both residents of Anchorage and were responsible for mapping previously unexplored areas of east-central Alaska. According to Jack Turner, the head of the Interior Department office in Anchorage, the two men were supposed to report back by mid-April. Mr. Turner indicated that he still remains hopeful that the two men are on their way in and they were just delayed by unforeseen circumstances.

The search has been complicated by the fact that the exact location of the surveyors is not known and they may be anywhere within a one million square mile area of the eastern side of the territory. A company of Army infantry has been brought up from Juneau to assist in the search, but unnamed sources stated that unless the searchers are unusually lucky, the men are pretty much on their own.

— Daniel MacMillan, staff writer
Anchorage Times, page one
Wednesday, May 1, 1929

Player Aid #5

LOCAL HUNTERS REPORTED MISSING

Three local residents were reported missing on Thursday by relatives. According to police, the missing people were on a hunting trip somewhere northeast of Anchorage and also had business in Fairbanks. They confirmed that the missing men were seen in Fairbanks, but have since disappeared. A search of the road to Fairbanks has turned up no sign of the men and it is presumed that they are either dead or chose to extend their hunting trip.

Missing are Harold Franklin of 214 State Street, John Marks of 766 Saddleback Lane, and Robert Singleton of 119 Appleton Road. All three are married and two, Franklin and Singleton, are crew members of the fishing vessel Grand Elaine currently in drydock at the harbor.

— Daniel MacMillan, staff writer
Anchorage Times, page three
Friday, May 10, 1929

Get the Walker in the Wastes Player Aid Pack!

All of the player aids in this section can be purchased in a separate package by mail, in a deluxe format. Each prop appears on appropriate paper or cardstock, with labels removed for maximum authenticity. Some props have been expanded and revamped to take advantage of this special presentation. The *WitW Player Aid Pack* is available only by mail order, direct from the publisher. In the U.S., the cost is $6 (check or money order); elsewhere, the cost is $8 (check or money order in U.S. funds, or a local check in your local currency at current rates). Send to: WitW Player Aid Pack Offer; Pagan Publishing; 1910 N. 49th St.; Seattle, WA 98103.

this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Dear Mr. Blair;

T his is just a brief note to update you on progress in researching the Tablets. After the initial success made that you have already been made aware of, I went to the Library of Congress and several major East Coast libraries. Plenty of background material can be found for anyone who chooses to just dig, but specifics are lacking. Are you sure the Tablets are still out there? If they are, there is little doubt they a major expedition will have to be mounted at much expense unless someone has inadvertently stumbled on them and shoved them on a shelf somewhere.

M y next trip will be to the British Museum in London after which I will probably travel to the Cairo Museum and per haps later to some of the libraries and museums of southern Europe. It will be a while before I will be able to write again. Thank you for the funding. Without it I would get nowhere.

Sincerely,

Laurence Hubert

Player Aid #6A
Letter from Laurence Hubert to Reinhold Blair

 this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Dear Mr. Blair;

W ork on the tupsimati has gone well. I left the British Museum last week and have since seen the Cairo Museum. There is evidence they are in Iraq, most likely Nippur. However, this is very preliminary and it is entirely possible they are elsewhere. Since numerous foreign armies, not to mention countless marauders and nomads, have passed through the region over the centuries, it is entirely possible they were removed from the country. Work continues. I hope to have more solid evidence sometime in the next several months, but I cannot provide you more firm information.

G ood luck on your efforts. Hopefully my work will prove to be unnecessary.

Sincerely,

Laurence Hubert

Player Aid #6B
Letter from Laurence Hubert to Reinhold Blair

this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Player Aid #7

HAUNTED HOUSE FRIGHTENS CAMDEN CHILDREN

It is not often we hear about a real haunted house, but just ask the children living in the area around old Osbrook house at 830 Franklin Avenue. This reporter first learned of this house from his son who goes to school with some of those who have had personal encounters and experiences at the home. According to several young witnesses, the house is haunted by its former residents who were murdered a decade ago by an unknown axe-killer. Some describe lights that roam the building during the hours of darkness while others tell of strange, chill winds that blow throughout. Virtually all have wild tales of a vast repertoire of weird noises that emanate from the house. Is the house really haunted?

A little checking into the facts actually support the case of the witnesses. In 1919, the last owners of the house, Everett and Amelia Osbrook, were found murdered and the killers were never apprehended. Police theorized that two or possibly three intruders broke into the house to rob the occupants and in the process, killed the couple. While the case has never been closed, no active investigation is in progress. Adults living around the house dismiss the idea of the house being actually haunted and report no strange noises or activities. Some encourage the stories, however, in order to scare their children away from the house and prevent potential accidents. More and more, a movement has begun to get the house either occupied or torn down, but the owner, Clarence Porter, lives somewhere in California and cannot be found. He is the nephew of Amelia Osbrook and inherited it upon the death of the elderly couple.

While the house certainly is not haunted, anyone looking at it cannot avoid seeing a pale face peeking from behind a tattered curtain or a skeletal form moving in the shadows of the screened in porch. The house is a two story stone building sitting on a weed choked, fenced lot. Most windows are boarded over and all doors are padlocked, but it is evident that the house is still in reasonably good condition and was once a grand manor. Such houses will of course attract the attention of children and earn notorious reputations, but it is quite clear that stories of ghosts and goblins have no basis in fact.

— George Cunningham, staff writer
Camden Star-Courier, page 3.
Wednesday, April 11, 1928

Photocopy this onto cardstock and cut out to make a bookmark — handy for keeping track of where you are in the campaign. Use the back to jot down the current date & location in the game.

Walker in the Wastes

MAP REFERENCE

World Map 12
The Northwest Territories 42
The Base Camp 44
Alaska Regional Map 63
Armstead's House and Store 68
The Alaska Cult Base 79
Alaska Cult HQ 80-82
Kuriles Regional Map 86
Araido, Paramushiro & Shimushu Islands 87
Temple of Susa-no-wo 91
Nakamura's Hunting Lodge 93
The Kuriles Cult Base 95
The Kuriles Hangar 96
Chirihoi Island 98
Chirihoi Marine Base 101
New Jersey Regional Map 105
The Camden Administration Building 108
The Camden Construction Yard 109
The Osbrook House 123, 125
New York Regional Map 128
The Camden Quarry 131
Wiley & Richter's Homes & Offices 132
Great Britain Regional Map 153
The British Museum 156-157
The Long and MacLaughlin Farms 168
Iraq Regional Map 172
The Temple of Enlil & The Ruins of Ekur 175
Turkey Regional Map 182
The Ruins of Alexandropolis 183
The Alexandropolis Area 187
British Columbia Regional Map 194
Blair's Cabin & The Altar Site 195

Player Aid #8

MAN FOUND DEAD IN ABANDONED HOUSE

Yesterday morning, the body of an unidentified man was found by a local child in a house at 830 Franklin Avenue. Police believe the man was a transient who was passing through the area and broke into the abandoned dwelling when seeking shelter from a rainstorm. It has been theorized that after he entered the house, he succumbed to a heart attack.

The man is white, approximately 65 years of age, 5'11" tall, 160 pounds, had thin, graying hair and a beard, and was wearing a brown wool coat, denim pants, and a wide brimmed hat. Police request that anyone recognizing this description contact them in order to identify the deceased man.

The house in which he was found belonged to Everett and Amelia Osbrook until 1919 when they were found murdered within. It has since gained notoriety due to stories circulating among neighborhood children that the place is haunted by the ghosts of the Osbrooks. Local parents have long called for the destruction of the house fearing children would wander in and be injured. The current owner of the house, Clarence Porter, lives in California and could not be reached for comment.

— Anthony Russo, staff writer
Camden Star-Courier, page 2
Wednesday, April 3, 1929

this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Player Aid #9

COUPLE MURDERED ON FRANKLIN AVENUE

POLICE SEEK SUSPECTS

At 1:30 p.m. yesterday, a mail carrier named Brian Early discovered the bodies of Everett and Amelia Osbrook in the house at 830 Franklin Avenue. According to police, the elderly couple was stabbed to death by intruders who apparently broke into the house with the intent to rob the occupants. An undetermined amount of cash, silver, and jewelry is missing from the house. The intruders are known to have escaped with Mr. Osbrook's coin collection that was stored in a basement cabinet and a silver tea service that was kept on the dining room table.

Everett Osbrook is a major shareholder in Alliance Shipbuilders of America which maintains sizeable facilities in both Camden and Philadelphia. He is best known for his outspoken support of the government's decision to declare war on Spain after the destruction of the U.S.S. Maine in Havana harbor on February 15, 1898. For the past several years, the Osbrooks retreated from society and became reclusive, rejecting any visitors aside from a few specific family members and old friends.

Police still seek the people responsible for the murders of the Osbrooks and believe at least two assailants were involved. A canvass of the neighborhood had negative results and it is evident the killers left the area hours before the bodies were discovered.

Private services for the Osbrooks will be held tomorrow at Walcott Funeral Home and it is expected that the couple will be interred at the family plot in Chesterton Cemetery.

— Thomas Dawson, staff writer
Camden Star-Courier, page 1
Saturday, May 10, 1919

Player Aids 10A, 10B, 10C & 10D
These business cards can be copied onto cardstock and used at your discretion during Chapters 4 & 5.

Wiley & Richter
Land Developers

Gordon Richter

722 Market St. Suite 12A New York, NY

Wiley & Richter
Land Developers

Gilbert Wiley

722 Market St. Suite 12A New York, NY

Theodore Bryant, Ph.D.

403C South Elm St.

Hartford, Connecticut

Sharp
Detective Agency

"Discreet, professional, confidential."
101 Parkway Boulevard New York

this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Sharp
Detective Agency

"Discreet, professional, confidential."
101 Parkway Boulevard New York

July 12, 1929

Dear Mr. Atwater,

It came to my attention this morning that a shipment of two hundred pounds of Type 2 heavy canvas is missing. The canvas was apparently removed by a perpetrator or perpetrators unknown from a supply truck parked at the east end of the facility. Just how it was removed and where it is now is not yet known, but I have interviewed the driver who denied having any knowledge of the crime. Since he has several alibis, I believe him and have now begun to question possible witnesses. As you are well aware, the likelihood of success is remote in light of the previous incidents, but I assure you that we will resolve this for you prior to your project's completion.

Sincerely,

DJB

Duncan J. Bailey, S.D.A.

Player Aid #11
Memorandum on the desk of William Atwater. (Camden, New Jersey)
Note: If the investigators obtain this prior to July 12, 1929, the Keeper should trim off the date and assign it a more appropriate one. The date in itself is not important.

 this page may be photocopied for personal use only; ©1994 John H. Crowe, III

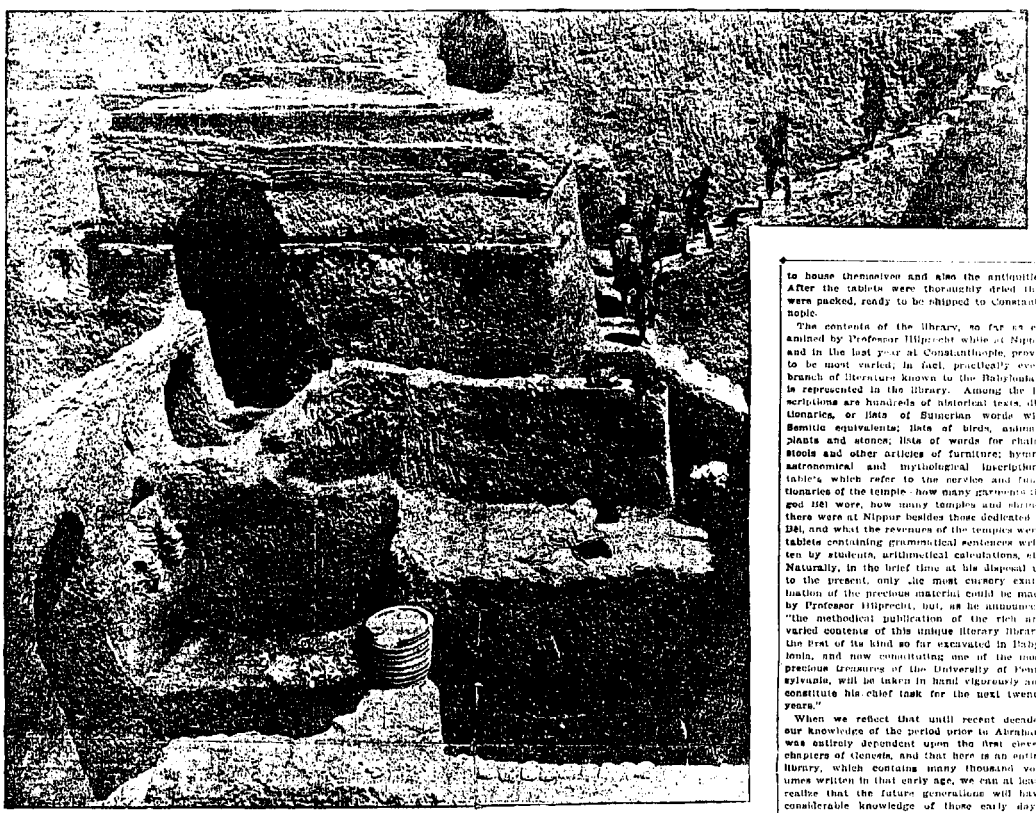
Name	Nationality	Age	Position
Andersen, John J.	American	22	mechanic (U.S.N.)
Baine, Andrew O.	American	31	geologist
Brass, Alexander R.	American	25	mechanic (U.S.N.)
Christie, Kevin C.	American	35	flight surgeon
Collins, Peter M.	British	37	second navigator
Eiger, Quenton L.	Canadian	23	radio operator
French, Neville P.	American	27	meteorologist
Furgusson, Howard T.	American	28	mechanic
Garvin, Paul L.	American	22	observer, photographer (still)
Iverson, Donald S.	American	37	medic, photographer (still)
James, Martin D.	American	29	third navigator (U.S.N.)
Johansson, Otto	Norwegian	27	observer, photographer (still)
Kent, Alan M.	Canadian	21	mechanic
Marshall, Riley B.	American	26	mechanic, medic
Martinez, Juan A.	Mexican	22	photographer (motion picture)
McConnell, Charles G.	American	27	mechanic
Mulhane, Simon S.	Australian	29	mechanic
Olsen, Scott N.	American	34	chief mechanic
Palladino, Marco	Italian	37	chief pilot & navigator
Parker, James L.	British	40	zoologist
Peterson, Reginald F.	American	50	oceanographer
Ramey, John K.	American	24	photographer (motion picture)
Reynolds, Steven T.	American	44	radio operator
Rutherford, Charles A.	Canadian	41	meteorologist
Stefanik, Antonin	Czech	34	zoologist
Stevens, Edgar P.	American	30	mechanic
Strasser, Heinrich	German	40	second pilot
Taylor, Frank A.	American	20	photographer (still)
Williams, John Q.	American	28	third pilot (U.S.N.)
Winston, Edward H.	British	47	botanist

Player Aid #12

This list contains the names of thirty of the *Camden*'s thirty-two members. Two positions remain open which investigators may possibly obtain. Though the Camden expedition is an American operation, foreigners have been welcomed for their knowledge, experience, and expertise. All members do have at least a working knowledge of English. Note that while each has a specific position, most have multiple duties such as ground crew for airship landing, assistants to scientists, and so on. At the Keeper's discretion, some of these listed people may leave in order to open up more positions for investigators.

this page may be photocopied for personal use only; ©1994 John H. Crowe, III

WRITINGS FROM THE TEMPLE OF BEL, DONE IN THE DAYS OF ABRAHAM, HAVE JUST REACHED THIS COUNTRY.



EXCAVATING AT THE TEMPLE OF BEL, IN THE PRESARGONIC STRATA, SHOWING EARLIEST KEYSTONE ARCH KNOWN AND A SACRIFICIAL VASE OF THE FIFTH MILLENNIUM BEFORE CHRIST.

NIPPUR'S GREAT LIBRARY.

ESTIMATED THAT ONE HUNDRED AND FIFTY THOUSAND TABLETS OF THIRD MILLENNIUM B. C. WILL BE TAKEN OUT.

Some of the most important archæological material that ever came to America has just arrived at the University of Pennsylvania. A library of which every volume or tablet was written prior to Abraham's leaving Ur of the Chaldees was excavated in the recent campaign in Nippur. These treasures were brought to this country in twenty-two large cases, containing from six to eight boxes each. More than a year ago Professor Hilprecht left Philadelphia for Constantinople, expecting to continue his work of organizing the new Semitic section of the Imperial Ottoman Museum, which occupies the third new building recently erected at the Sultan's order, and at the same time examine and study the immense results of the last expedition to Nippur, which had arrived at Constantinople. As Professor Hilprecht was about to leave Constantinople the Sultan, who had therefore on a number of occasions manifested his appreciation of the valuable services rendered by Professor Hilprecht, presented to him, among other important antiquities, the larger part of the famous temple library which was excavated by the expedition of the University of Pennsylvania. Professor Hilprecht in turn presented this magnificent collection of tablets to the institution which he represented.

A little over twenty-five years ago the intellectual world was startled by the announcement that Ashurbanapal's library had been discovered by the English explorers Layard and Smith, and that among the clay volumes there were accounts of the creation and deluge which much resembled the Biblical stories. It was then ascertained that these legends were copies of older tablets which belonged to Babylonian libraries in the southern part of the valley. For some time scholars have assumed that every important Babylonian city had its library, and that if they could be found most important data for the reconstruction of the early history of man would be forthcoming. Without detracting, therefore, from the importance of the discovery of this ancient Assyrian library at Nineveh, the announcement that the library of the Great Temple of Bêl, the most famous sanctuary of the early Babylonia, has been found surely must be regarded as being of even greater importance. The scribes of Ashurbanapal made no copies of tablets from this library, for it had been thrown into ruin over sixteen hundred years prior to his time. The Elamite hordes under Kudur-Nankhundi, 2285 B. C., who destroyed nearly every city of Babylonia, threw into ruins at the same time the temple library at Nippur, in which condition it remained until excavated. This fact determines that every tablet found in its ruins belongs to the period prior to this invasion, or, in other words, was written before or about the time Abraham left Southern Babylonia for the Promised Land.

About twelve years ago, when Professor Hilprecht first rode over the mounds at Nippur, he pointed out an extensive group of mounds south of the temple hill, which he regarded as the probable site of the temple library. About twenty-five hundred tablets were recovered from this mound in the first campaign. The mound was called Tablet Hill. Later excavations revealed many additional inscriptions, but on the recent campaign Professor Hilprecht was able to establish definitely that his old theory was correct. In the brief space of about eight weeks a series of "book stacks," or rooms, were cleared by his field director, Dr. Haynes, and a rich harvest of nearly twenty thousand tablets was gathered.

In the uppermost stratum of this mound the excavators found coffins which had been buried in the early centuries of our Christian era. A great many antiquities were also gathered which belonged to the Jews who continued to live at Nippur after the return of Ezra and Nehemiah. Prominent among them were terra cotta bowls containing incantations and charms inscribed in Hebrew and Mandæan. Down the excavators went, through twenty-five feet of accumulations of debris, representing several millenniums of history, when they finally came on the library. Here they found a series of rooms, a number of which contained ledges or shelves built out from the wall, for the purpose of laying out the tablets in rows. The library seems to have been divided into two parts. They was a business section for keeping accounts, and the educational quarters, with a vast library of a literary character. Only the southeastern and northwestern wings of the immense edifice have thus far been cleared; in all about one-twentieth part of the entire library. Professor Hilprecht estimates, on a basis of the discoveries already made, on the topographical appearance of the mound and the history of the temple with which the library was connected, that when the entire mound has been completely excavated it will have yielded at least one hundred and fifty thousand tablets, every one of which belongs to the third millennium before Christ.

The clearing of the library was continued a few weeks after Professor Hilprecht's arrival at Nippur, when he withdrew the Arabic workmen from its ruins, owing to the shortness of the time at his disposal, and set them at work on the eastern fortifications of the city, at the same time having one of the architects make a ground plan of the rooms exposed. The complete excavation of this most important structure, with its precious literature of a long forgotten past, will require several years of continuous labor. While the destruction of temples, palaces, libraries and works of art which the Elamites then accomplished must be regarded as gross vandalism, yet in this particular instance, so far as the people of this day are concerned, it was most fortunate, for doubtless the tablets, being mostly unbaked, would have been destroyed long ago and their contents entirely lost if the Elamites had not destroyed the library building. When the roof collapsed, the tablets, which had been laid in rows, classified doubtless according to their contents, fell from the shelves to the floor in heaps, in which condition they were found.

It was a glorious sight for the excavators. They had found inscriptions and other valuable antiquities in various parts of the mounds during the previous twelve years, but no discovery could be compared to this in extent and importance. One by one the tablets were carefully removed from their resting places by trained workmen. It was necessary to handle them tenderly, owing to the fact that they were moist from being buried for several millenniums in the earth. As they were taken from their resting places they were carried to the casts, which had been built by the excavators to house themselves and also the antiquities. After the tablets were thoroughly dried they were packed, ready to be shipped to Constantinople.

The contents of the library, so far as examined by Professor Hilprecht while at Nippur and in the last year at Constantinople, proved to be most varied, in fact, practically every branch of literature known to the Babylonians is represented in the library. Among the inscriptions are hundreds of historical texts, dictionaries, or lists of Sumerian words with Semitic equivalents; lists of birds, animals, plants and stones; lists of words for chairs, stools and other articles of furniture; hymns, astronomical and mythological inscriptions, tablets which refer to the service and functionaries of the temple—how many garments the god Bêl wore, how many temples and shrines there were at Nippur besides those dedicated to Bêl, and what the revenues of the temples were; tablets containing grammatical sentences written by students, arithmetical calculations, etc. Naturally, in the brief time at his disposal up to the present, only the most cursory examination of the precious material could be made by Professor Hilprecht, but, as he announced, "the methodical publication of the rich and varied contents of this unique literary library, the first of its kind so far excavated in Babylonia, and now constituting one of the most precious treasures of the University of Pennsylvania, will be taken in hand vigorously and constitute his chief task for the next twenty years."

When we reflect that until recent decades our knowledge of the period prior to Abraham was entirely dependent upon the first eleven chapters of Genesis, and that here is an entire library, which contains many thousand volumes written in that early age, we can at least realize that the future generations will have considerable knowledge of those early days, which until recently were regarded by many scholars as mythical, and yet no one can even conjecture what is contained in the larger part of the mound, which up to the present remains untouched.

Several versions of the creation and deluge stories older than those found in Ashurbanapal's library have been discovered at other places. One of these is dated about 2000 B. C. It would not be surprising to find that versions of the same accounts older than those already recovered would be found in the great Nippur library, besides other documents which would throw additional light on the early chapters of Genesis.

This is only one of the important discoveries of the recent campaign. Considerable attention was paid to the excavation of the great temple of Bêl, the foundation of which was laid between six thousand and seven thousand years before Christ. An ancient government palace of immense proportions, where the kings lived, belonging to the fifth millennium before Christ, and one of the ancient gates and walls of the city were uncovered. A government palace erected about 300 B. C. was completely and systematically excavated, besides numerous other buildings of less importance. Most valuable inscriptions in stone belonging to the earliest rulers of Babylonia, by the help of which the early history of mankind in the valley between the Tigris and Euphrates will be reconstructed, were discovered. Antiquities in coins, jewelry in gold, silver and bronze in great quantities; vases in enameled and plain pottery of all periods; seals and seal cylinders, such as the Babylonians used in connection with their business transactions; images of gods, playthings in terra cotta, bass-reliefs, weights, utensils in bronze, iron and silver, etc., were found. These are a few of the important things found, without mentioning the numerous facts ascertained and the many questions solved through the personal study of Professor Hilprecht while in the trenches, which have important bearing upon the religious ideas and customs of the daily life of the Babylonians.

Only a small portion of the mounds at Nippur has thus far been completely excavated. Considerable work yet remains to be done on the temple. Only one side of the ancient government place has been cleared, and about one-twentieth part of the library. In view of the fact that the Sultan and his administrative body have manifested such a generous and friendly attitude toward the university, and especially toward her representative, who is the scientific director of the expedition, there is little doubt that this important work will be continued in the near future, especially as Professor Hilprecht has already completed all arrangements toward this end.

Player Aid #13 — New York *Tribune* article

 this page may be photocopied for personal use only; ©1994 John H. Crowe, III

December 23, 1925

Dear Sir,

I have been witnes to some strange ocurances my neighbor's farm. An article in the newspaper said you were a kind of ghost hunter and if you are interested, I would apreciate it if you could come and help me.

The whole problem began severel months ago. I was up late at night and noticed out my window that strange red lights were moving among the tree's on my neighbor's farm. These were only a couple. They were strange, not lanterns or torchs, but they glowed a strange dull red colour. Once ortwice a month these lights show up in the woods, near aplace the local kids call pencil rock. It is actually some sort of old standing stone left here by the old folk. The worse stuff has been only recent. Just a couple nights ago, a whole bunch of light, appeared. Before there had only been maybe two or three or four. Now there were a dozen. I don't know what to do and I am afeared what the ghosts there might do to my crops or to the people here. Can you help?

your servant,

Andrew MacLaughlin

Player Aid #14 — A letter from Andrew MacLaughlin to Douglas Enright

this page may be photocopied for personal use only; ©1994 John H. Crowe, III

December 26, 1925
A letter arrived from one Andrew MacLaughlin of the village of Highwater in Scotland. He claims to have seen some red lights he believes are ghosts near an ancient monolith. I believe I will look into this after the new year. It might be an interesting side note to my studies on British monoliths.

January 5, 1926
Departing for Highwater today. The train will take me to Glasgow where I will have to acquire an auto or perhaps a lorry in order to make it to the village.

January 6, 1926
Forced to spend the night in Glasgow in order to arrange for a dented Baby Austin. Highwater has turned out to be a delightful little community, quite a change from the bustle and pollution of London. I have checked into the inn and contacted Mr. MacLaughlin. He is an odd sort. Perhaps he has allowed his imagination to get away with him. He is overly concerned about the red lights he mentioned in the letter. The man is superstitious in the extreme. I hope my trip isn't wasted. It is not looking very hopeful now. The story he gave in his letter is pretty much all he knows.

January 7, 1926
I began the day by interviewing the owner of the land adjacent to MacLaughlin's. There I found Richard Long and his wife, Emma. Richard is a pleasant enough fellow who like most farmers toils incessantly in order to ensure the productivity of his farm. Neither he nor his wife knew of any lights and he pointed out that a low hill blocks the view from the house to the woods where the monolith is. He escorted me out to the monolith. It proved to be an interesting site. Located in a small, grassy clearing, the stone measures 3'2"x4'0"x11'4". It is rough hewn and grey in colour and probably was brought from a local quarry. A series of fairly chaotic runes and symbols are etched in the stone and I carefully copied all I could find. I also took a couple pictures which I will have developed in London. The lighting was pretty bad so I am not sure how well they will turn out. No other artifacts were in the clearing or the nearby woods. From what I could see here, it is possible that MacLaughlin could have seen lights in the area of the monolith. I must remember to test this theory. I will borrow a lantern from MacLaughlin and place it near the monolith. If it can be seen from his house, maybe there is something in his otherwise unlikely story.

January 8, 1926
The entire day was spent interviewing the area's residents. I sought stories and legends relating to the area, but came up with nothing important and certainly nothing relating to lights or ghosts. The monolith is no secret. All children and most adults know of it and many children have explored it and even climbed atop it.

January 9, 1926
More interviews. No results.

January 10, 1926
I have begun to decipher the runes. They are exceedingly strange and bear little resemblance to any form of writing I am familiar with. I am not sure whether they are words or merely decorative. What I believe is that they do convey some meaning. If no progress is made soon, I will probably travel to Glasgow and look up information on the monolith.

January 11, 1926
I am fighting to decrypt these runes. It is a frustrating process plagued by my own ignorance and the inadequacy of my source material.

January 12, 1926
Breakthrough! It seems there is hope after all to decipher the monolith's runes. I found information in some books that was most helpful in giving me the general gist of what the runes may signify. The Eltdown Shards has given the best information so far. In short, I believe the runes indicate the great stone is perhaps some sort of shrine to a wind deity or entity. If my sources are correct, it may be an ancient and little known god known as Ethokwa. I will have to conduct more research on this subject since the sources I brought with me are woefully inadequate.

January 13, 1926
I spoke with MacLaughlin and Long today in the Long farmhouse. I informed them of my findings and MacLaughlin was very disappointed. Since I made no mention of strange lights or ghostly apparitions, as I am sure is what he expected, MacLaughlin was rather put out and left in a huff. He apparently thought I let him down in some way, but it is not like I can manufacture stories for him. Long was noncommittal. He never believed in any stories anyway and was only putting up with my intrusion out of respect for his neighbor. I will leave town tomorrow or the next day to conduct some final research in Glasgow and London. Perhaps I will return next month to observe the stone from afar, but right now, I think MacLaughlin is probably seeing things that aren't really there.

January 31, 1926
Now I understand completely! How could I have possibly missed the grand revelations in stone? I now go forth to do the Master's good work. I will close this book just as I closed the latest chapter of my life. With open eyes and heart I march triumphantly to do the grand works of the Master. My next journal will document the greatest portion of my life.

Player Aid #15 — The final entries in volume 3 of Douglas Enright's Journal

 this page may be photocopied for personal use only; ©1994 John H. Crowe, III

Player Aid #16

Player Aid #16

HIGHWATER FARMER KILLED

The mangled of remains of Andrew MacLaughlin, a farmer living in the Highwater area, were recovered by police Thursday. According to police, Mr. MacLaughlin was driving his tractor when it overturned on a steep slope and rolled into a creekbed. Death was probably instantaneous and occurred sometime on Tuesday or Wednesday.

MacLaughlin was a 50 year old widower whose son, Harold, is currently serving aboard a Royal Navy cruiser. Burial is expected to occur once Harold can be brought back from the Mediterranean.

— Glasgow Post, page 2
Friday, January 31, 1926

When the campaign's all over, hand out copies of these wallet-sized cards to your players so they can whip them out at conventions and compare them with players from other groups. Make sure and sign them! No forgeries allowed. Not endorsed by the RPGA, the NCAA, or CNN. Iä ithaqua!

Walker in the Wastes

POST-CAMPAIGN PLAYER I.D. CARD

I survived!

And we only had ____ casualties!

*Keeper's Signature:*_____

Walker in the Wastes

POST-CAMPAIGN PLAYER I.D. CARD

I croaked!

But so did ____ other investigators.

*Keeper's Signature:*_____

This player aid may be found on page 165. It may be photocopied for personal use only. The illustration of the monolith is copyright ©1994 by Dennis Detwiller.

Player Aid #17 — Photograph of the Highwater Monolith taken by Douglas Enright

this page may be photocopied for personal use only; ©1994 John H. Crowe, III
illustration ©1994 Dennis Detwiller

MISCELLANY

Bibliography & Suggested Reading

Allardice, Pamela. *Myths, Gods & Fantasy.* Santa Barbara, California: ABC-CLIO, Inc., 1991.

Aston, W. G., tr. *Nihongi.* London: George Allen & Unwin Ltd., 1956 (originally published in 1896).

Babylonian Expedition of the University of Pennsylvania. *Excavations at Nippur.* Philadelphia: University of Pennsylvania, 1905.

Berton, Pierre. *The Arctic Grail.* New York: Viking Penguin Inc., 1988.

Bierhorst, John. *The Mythology of North America.* New York: William Morrow and Company, 1985.

Bierhorst, John, ed. *The Red Swan: Myths and Tales of the American Indians.* New York: Farrar, Straus and Giroux, 1976.

Bishop, Zealia. "The Curse of Yig." *The Horror in the Museum and other revisions.* Sauk City, Wisconsin: Arkham House: Publishers, 1970.

Bottéro, Jean. *Mesopotamia.* Chicago: The University of Chicago Press, 1987.

Branom, Frederick K., ed. *New International Atlas of the World.* Chicago: The Geographical Publishing Co., 1931.

Burland, Cottie Arthur. *North American Indian Mythology.* New York: Peter Bedrick Books, 1985.

Clarke, Basil. *The History of Airships.* New York: St. Martin's Press, 1961.

Contenau, Georges. *Everyday Life in Babylon and Assyria.* New York: St. Martin's Press Inc., 1954.

Cotterell, Arthur. *A Dictionary of World Mythology.* Oxford: Oxford University Press, Inc., 1990.

Davis, F. Hadland. *Myths & Legends of Japan.* Singapore: Graham Brash (PTE) Ltd., 1989.

Derleth, August William. "Beyond the Threshold." *Something Near.* Sauk City, Wisconsin: Arkham House, 1945.

Derleth, August William. "Ithaqua." *Something Near.* Sauk City, Wisconsin: Arkham House, 1945.

Derleth, August William. "The Thing That Walked on the Wind." *Something Near.* Sauk City, Wisconsin: Arkham House, 1945.

Dunn, Laurence. *Merchant Ships of the World, 1910-1929.* New York: Macmillan Publishing Co., Inc., 1973.

Dwiggins, Don. *The Complete Book of Airships - Dirigibles, Blimps & Hot Air Balloons.* Blue Ridge Summit, Pennsylvania: Tab Books Inc., 1980.

Emmons, George Thornton. *The Tlingit Indians.* New York: American Museum of Natural History, 1991.

Epstein, M., ed. *The Statesman's Year-Book, 1930.* London: MacMillan and Co., Limited, 1930.

Fort McClellan Form 1622 (16 Dec. 80).

Francis, Sir Frank, ed. *Treasures of the British Museum.* London: Thames and Hudson Ltd., 1971.

Garber, Clark M. *Stories and Legends of the Bering Strait Eskimos.* Boston: The Christopher Publishing House, 1940.

Goode, J. Paul. *Goode's School Atlas, 1943 edition.* New York: Rand McNally & Company, 1943.

Hackin, Joseph, Maspero, Henri, et al. *Asiatic Mythology.* New York: Thomas Y. Crowell Company, 1963.

Handcock, Percy S. P. *Mesopotamian Archaeology.* New York: G. P. Putnam's Sons, 1912.

Hinnells, John R. *Persian Mythology.* New York: Peter Bebrick Books, 1985.

Hooke, S. H. *Babylonian and Assyrian Religion.* Norman, Oklahoma: University of Oklahoma Press, 1963.

Jacobsen, Thorkild. *The Treasures of Darkness.* New Haven, Connecticut: Yale University Press, 1976.

Jastrow, Morris, Jr. *The Religion of Babylonia and Assyria.* Boston: Ginn & Company, Publishers, 1898.

Jones, Tom B. *From the Tigris to the Tiber, third edition.* Homewood, Illinois: The Dorsey Press, 1983.

Joukowsky, Martha. *A Complete Manual of Field Archaeology.* Englewood Cliffs, New Jersey: Prentice-Hall, Inc., 1980.

Judson, Katharine Berry. *Myths and Legends of Alaska.* Chicago: A. C. McClurg & Co., 1911.

Judson, Katharine Berry. *Myths And Legends Of British North America.* Chicago: A. C. McClurg & Co., 1917.

Keats, John. *Howard Hughes.* New York: Pyramid Publications, 1970.

Kindel, Bob. "Aerial Warfare in Call of Cthulhu." *Space Gamer Magazine,* issue 83, Oct./Nov. 1988, pp. 36-7.

Koldewey, Robert. *The Excavations at Babylon.* London: MacMillan and Co., Limited, 1914.

Kramer, Samuel Noah, ed. *Mythologies of the Ancient World.* Garden City, New York: Doubleday & Company, Inc., 1961.

Kramer, Samuel Noah. *Sumerian Mythology.* Westport, Connecticut: Greenwood Press, Publishers, 1988.

Kluskens, Steve. "Prices on the Orient Express." *The Unspeakable Oath,* Issue Five. Columbia, Missouri: Pagan Publishing, 1992.

Lambert, David. *A Field Guide to Dinosaurs.* New York: Avon Books, 1983.

Leach, Maria, ed. *Funk & Wagnalls Standard Dictionary of Folklore, Mythology, and Legend.* New York: Funk & Wagnalls, 1972.

Leibrandt, Thomas, ed. *Diseases.* Springhouse, Pennsylvania: Intermed Communications Inc., 1983.

Lewis, C. Raymond. "From the Journals of Alexander Hale, Ph.D.: The Tablets of Destiny." *The Unspeakable Oath,* Issue Four. Columbia, Missouri: Pagan Publishing, 1991.

Lopez, Barry. *Arctic Dreams.* Toronto: Bantam Books, 1986.

Lovecraft, Howard Phillips, et al. *The Shuttered Room and Other Pieces.* Sauk City, Wisconsin: Arkham House: Publishers, 1959.

Lumley, Brian. "Born of the Winds." *The Horror at Oakdeene & Others.* Sauk City, Wisconsin: Arkham House, 1977.

Madeira, Percy C., Jr. *Men in Search of Man.* Philadelphia: University of Pennsylvania Press, 1964.

McCall, Henrietta. *Mesopotamian Myths.* Austin, Texas: University of Texas Press, 1990.

Michelson, Neil F. *The American Ephemeris for the 20th Century.* San Diego, California: ACS Publications, Inc., 1983.

Morley, Sylvanus G. and Brainard, George W. *The Ancient Maya,* fourth edition. Stanford, California: Stanford University Press, 1983.

Neatby, Leslie H. *The Search For Franklin.* New York: Walker and Company, 1970.

New York Tribune Illustrated Supplement. "Nippur's Great Library." New York: Sunday, September 7, 1902.

O'Leary, Timothy and Levinson, David, eds. *Encyclopedia of World Cultures, Volume 1.* Boston: G. K. Hall & Co., 1991.

Parkes, Oscar, ed. *Jane's Fighting Ships 1929.* London: Jane's

Fighting Ships, 1929.
Peters, John Punnett. *Nippur or Explorations and Adventures on the Euphrates* (two volumes). New York: The Knickerbocker Press, 1899.
Petersen, Sandy, ed. *Call of Cthulhu, 3rd edition.* Albany, California: Chaosium, Inc., 1986.
Petersen, Sandy and Willis, Lynn, eds. *Call of Cthulhu, 5th edition.* Oakland, California: Chaosium, Inc., 1992.
Rahman, Glenn. *Alone Against The Wendigo.* Oakland, California: Chaosium, Inc., 1985.
Rand McNally & Company. *Worldmaster Atlas,* reference edition. New York: Rand McNally & Company, 1968.
Rasmussen, Knud. *The People of the Polar North.* London: Kegan Paul, Trench, Trübner & Co. Ltd., 1908.
Rees, David. *The Soviet Seizure of the Kuriles.* New York: Praeger Publishers, 1985.
Russell, Dale A. *An Odyssey in Time: The Dinosaurs of North America.* Minocqua, Wisconsin: North Word Press, Inc., 1989.
Shelley, Henry C. *The British Museum: Its History and Treasures.* Boston: L. C. Page & Company, 1911.
Simmons, George. *Target: Arctic.* Philadelphia: Chilton Company, 1965.
Spence, Lewis. *Myths & Legends Of Babylonia & Assyria.* New York: Farrar & Rinehart Publishers, 1935.
Sutherland, Patricia D., ed. *The Franklin Era In Canadian Arctic History 1845-1859.* Ottawa: National Museums of Canada, 1985.
Theobalds, Graham R. "Mysteries Of Ancient Britain." *The Unspeakable Oath,* Issue Five. Columbia, Missouri: Pagan Publishing, 1992.
Thompson, Stith, ed. *Tales of the North American Indians.* Bloomington, Indiana: Indiana University Press, 1966 (originally published in 1929).
Victor, Paul-Émile. *Man and the Conquest of the Poles.* New York: Simon and Schuster, 1963.
Walker, Deward E., Jr., ed. *Witchcraft And Sorcery Of The Native American Peoples.* Moscow, Idaho: University of Idaho Press, 1989.
Warner, Elizabeth. *Heroes, Monsters and Other Worlds from Russian Mythology.* New York: Schocken Books, 1985.
Wise, Terrence. *Polar Exploration.* Surrey, England, U.K.: Almark Publishing Co. Ltd., 1973.
The World Book Encyclopedia. Chicago: World Book Inc., 1963 and 1991 editions.
Wright, Rear Admiral Noel. *Quest For Franklin.* London: William Heinemann Ltd., 1959.

Suggested Reading

Walker in the Wastes would never have come into being were it not for the fiction of H.P. Lovecraft, August Derleth, Brian Lumley, and others. What follows is a listing of publications the reader may wish to consult if further research on Ithaqua is desired. The author, in his efforts to find as many references to Ithaqua as possible, knows of forty-one sources that mention him in some form. Belated access to a comprehensive Cthulhu Mythos bibliography by Chris Jarocha-Ernst showed the sheer mass of works that mention Ithaqua. Unfortunately, this was not available to the author until literally the final couple months before this went to press. However, for those interested in such a bibliography, it is an upcoming Pagan Publishing product that will be available for mail order sometime in 1994.

As with many elements within the Lovecraftian Mythos, Ithaqua suffers from a few inconsistencies, though apparently not as severe as those surrounding creatures such as the Iloigor and Gnoph-Keh. The author chose a specific theme to follow, one which fit the dominant course within the stories. The list of sources below is only a sampling of what is available. Each has a brief notation concerning the contents, but discusses only Ithaqua, not the greater plotline of the respective story. Not surprisingly, the vast majority of the Ithaqua sources the author encountered only briefly mentioned him, usually by listing his name as part of a statement or quote in a document. The sources here have a bit more concrete information and can be of use to those interested purely in the lore surrounding the Wind-Walker.

The following four stories, three by Derleth and one by Lumley, provided the core material for the main Mythos elements within the campaign. Each is devoted totally to Ithaqua and are consistent with each other. They are, in the author's opinion, the definitive sources on Ithaqua:

Derleth, August William. "Beyond the Threshold." *Something Near.* Sauk City, Wisconsin: Arkham House, 1945.
Derleth, August William. "Ithaqua." *Something Near.* Sauk City, Wisconsin: Arkham House, 1945.
Derleth, August William. "The Thing That Walked on the Wind." *Something Near.* Sauk City, Wisconsin: Arkham House, 1945.
Lumley, Brian. "Born of the Winds." *The Horror at Oakdeene & Others.* Sauk City, Wisconsin: Arkham House, 1977.

Other Ithaqua Sources

Derleth, August William. "The Sandwin Compact." *The Mask of Cthulhu.* New York: Ballantine Books, 1971.

This story is one of many that hurls inconsistencies into the Lovecraftian Mythology. For example, an entity called Lloigor, a wind deity of some sort, is central to it even though the Iloigor are a kind of species of creatures in other stories. However, the reference to Ithaqua is consistent with most other stories. While mention of him is rather brief, it does indicate his range of movement is vast. One character indicates he was carried by Ithaqua over great distances including over Egypt and Hawaii.

Derleth, August William. "The Seal of R'leyh." *The Mask of Cthulhu.* New York: Ballantine Books, 1971.

Like the previous story, "The Seal of R'leyh" is not devoted to Ithaqua, who is only briefly mentioned. However, the few sentences devoted to him provide important insights into his nature. Almost in the same breath, Derleth makes two important statements. He indicates the "Wendigo" is a close cousin of Ithaqua, not the same creature. Note that in other stories, they are one and the same. However, of greater import is a reference to Shantaks flying from the cold waste of Kadath to Earth at Ithaqua's bidding. The author knows of no other source that gives Ithaqua some sort of close relationship with these fierce creatures, though as flying beasts, it should come as no surprise they would pay homage to him.

Lumley, Brian. *The Burrowers Beneath.* Buffalo, New York: W. Paul Ganley: Publisher, 1988.

This rather lengthy book mentions Ithaqua only briefly...until its violent final pages. Prior to the section entitled "Winds of Darkness," Ithaqua is only briefly mentioned a few times. At one point late in the book it reiterates his imprisonment by the Elder Gods long ago. The final section is interesting for it introduces new creatures, the Minions of the Wind-Walker. These howling air elementals were sent by Ithaqua to kill the two heroes of the story. They ended up destroying the house in which their would-be victims were hiding leaving nothing but broken timbers and shattered furnishings. In the version available to the author, the story was illustrated with a picture of a minion being provided.

Unconsulted Sources

Lumley, Brian. *Spawn of the Winds.* Jove/HBJ Books, 1978.

Now out of print, this book is one the author was unable to acquire. Information indicated the entire book is devoted to Ithaqua.

MISCELLANY

Index

A

Adelaide Peninsula 39, 55, 56
admission order 153
Ainu 86
Akreoloji Musezi 159, 182
Akron (rigid airship) 31, 32, 105, 106
Akron (semi-rigid airship) 31, 107
Akron, Ohio, U.S.A. 13, 107, 112
Al Kazimiyah, Iraq 176, 177, 179
Alaska Historical Society and Museum 62, 66
Alaska Railroad 62
Alexander Archipelago 26
Alexander the Great 147, 149, 155, 159, 186
Alexandropolis, Turkey* 147, 152, 159, 161, 162, 181, 184, 186, 188, 189, 190, 191
Alliance Shipbuilders of America* 108
Ama-terasu (deity) 20, 88
Amundsen, Roald 31, 138, 139
Anchorage, Alaska 13, 60, 61, 62, 64, 65, 66, 67, 68, 69, 70, 71, 76, 82
Anchorage City Library 64
Anchorage *Times* 61, 64, 65
Ankara, Turkey 159, 181, 186, 190
Anu (deity) 146
*Archaeological Sites of Mesopotamia** 155
Asakaze (Japanese destroyer) 86
Aston, W.G. 20, 23, 88, 216
Aztec 6, 19, 61, 68

B

Babylon, Iraq 18, 147, 149, 151, 155, 158, 159, 172, 176, 178, 188, 216
Babylonia 151
Babylonians 6, 18, 74
Baghdad, Iraq 13, 149, 171, 172, 174, 176, 188
bandits 172, 173
Barr & Thurgood Press* 155
base camp* 13, 30, 39, 40, 43, 49, 55, 56, 137, 138
Bathurst Island 138, 141
Beirut, Lebanon 171
Bel (deity) 18, 146, 151
Bigby Press* 62
Bishop, Zealia 19, 216
blimps 31, 107
Blue Seal clan* 7, 9, 41, 43, 44, 45, 47, 48, 49, 50, 52, 55, 57, 138
Boating (skill) 37
Boothia Peninsula 48, 57
Botany (skill) 37
British Columbia 10, 26, 62, 74, 148, 190
British Museum 10, 147, 148, 149, 152, 153, 154, 155, 159, 162, 164, 181, 184, 216, 217
bronchiectasis 74, 83

C

Caanyu (tribe)* 196
Cambridge, Massachusetts, U.S.A. 73, 106
Cambridge University 56, 97, 118, 163, 190
Camden (rigid airship)* 13, 32, 107, 111, 114, 115, 137, 138, 139, 141, 143
Camden Police Department 107, 110, 115, 116, 119, 120
Camden, New Jersey, U.S.A. 9, 13, 80, 103, 104, 105, 106, 107, 108, 112, 113, 114, 115, 116, 117, 118, 119, 120, 122, 129, 137
Camden, New York, U.S.A. 9, 13, 113, 127, 128, 130, 135
Camden *Gazette** 103
Camden *Star-Courier** 103, 104, 106, 117, 121
Cartography (skill) 37
Castronegro, New Mexico, U.S.A.* 81
Chilcotin 21, 22
Child of the Wendigo* 15, 16, 17, 49, 73, 83, 92, 138, 141, 143
Chirihoi (island) 85, 87, 98, 99
cistern 147, 185
Coastal Motor Boat (C.M.B.) 86, 100
cold weather injuries 30, 51
Crozier, Captain Francis 39
Cult of Ithaqua* 6, 7, 9, 17, 57, 67, 71, 99, 107, 113, 114, 145, 160, 164, 165, 185, 188, 203
Curtiss JN-4 "Jenny" trainer (aircraft) 94

D

Dayton, Ohio, U.S.A. 112
De Havilland *Moth* trainer (aircraft) 87
Death-Walker* 14
Death-Walker (rigid airship)* 13, 130
Delaware River 103
Delaware River Bridge 103, 114
Department of the Interior 65
Derleth, August William 4, 14, 216
Dewey, Cheatum, and Howe* 135
Diary of Theodore Bryant* 114
Dornier Do 15 *Wal* seaplane 138
Drive Sled/Sledge (skill) 37

E

Ea (deity) 146
Ekur 18, 146, 147, 155, 172, 174, 176, 177, 178, 201
Elder Gods* 6, 20, 59, 61, 201
Elder Sign* 4, 6, 54, 73, 142
Ellil (deity) 18, 146
Elsemere Island 104
*Eltdown Shards** 160, 164
Encyclopedia Britannica 80
Endurance, Alaska* 67, 68, 69, 73, 74, 80, 83, 196
Enki (deity) 146
Enlil (deity) 6, 18, 21, 61, 76, 145, 146, 147, 149, 151, 152, 154, 174, 178
Erebus (exploration ship) 24, 39, 41, 52, 53, 138, 139, 140, 141
espionage (in Japan) 99
Etiquette 81
Etorofu (island) 85, 86
Euphrates River 171
The Excavations at Babylon 151, 216
Excavations at Nippur 151, 152, 216

F

Fairbanks, Alaska 61, 62
Fokker F.VII/3m transport aircraft 87, 94
Ford 4-AT transport aircraft 94, 137
Forensics (skill) 37
Franklin Avenue* 123
Franklin Expedition 8, 24, 39, 40, 45, 52, 138, 140, 141

Entries marked with an asterisk (*) are fictitious.

Franklin, Sir John 39
Frazer, Sir James George 160

G

generator 69, 78, 82, 95, 100, 130, 194
Glasgow, Scotland, U.K. 165
Gnoph-Keh* 8, 9, 28, 32, 35, 36, 41, 43, 44, 45, **46**, 47, 48, 49, 50, 51, 52, 53, 54, 55, 57, 59, 60, 61, 63, 65, 66, 67, 69, 73, 78, 80, 111, 138, 141, 150
The Golden Bough 160
Goodyear Tire and Rubber Company 7, 31, 104, 105, 106, 107, 112
Graf Zeppelin (rigid airship) 152
Grand Elaine (fishing vessel)* 65, 205
Great Seal* 6, 7, 9, 115, 141, 142, 143, 145, 172, 174, 177, 178, 200, 201

H

Haida 21, 22, 26, 70, 71
Handcock, Percy S. P. 151, 216
Hartford, Connecticut, U.S.A. 114
Harukaze (Japanese destroyer) 86
helium 31, 105, 106
Hell's Angels 106
helping spirit 26, 27, 45, 50, 51
Highwater, Scotland, U.K.* 164, 165, 169
Hittites 6, 20
Hofstader Expedition* 172, 173, 174, 179
Hokkaido, Japan (island) 86, 87, 88, 94, 96, 99, 100
Horror on the Orient Express 181
Hosho (Japanese aircraft carrier) 97
Hughes, Howard 7, 103, 104, 106, 107, 112
hydrogen 31, 32, 75, 78, 94, 105, 106, 111, 113, 114, 130, 139, 152

I

Iguanodon 66
Inuit 4, 6, 8, 9, 10, 20, 24, 25, 26, 27, 28, 29, 35, 36, 39, 40, 41, 43, 45, 46, 47, 48, 49, 50, 51, 52, 56, 59, 60, 61, 62, 65, 66, 73, 74, 83, 130, 135, 139, 140, 147
Iraq 13, 60, 145, 147, 149, 154, 158, 171, 172, 173, 174, 176, 177, 178, 179, 201
Istanbul, Turkey 13, 151, 181, 188, 190, 198
Italia (semi-rigid airship) 31, 32, 41, 106, 138, 139

J

Jaakarhu (Finnish icebreaker) 138
Japan 7, 13, 23, 80, 85, 86, 96, 97, 99, 160, 198
Jariax* 83
Jastrow, Dr. Morris 151, 216
Juneau, Alaska 62, 66
journal(s)*
  Journal of Nathan Higginbotham 198
  Journal of Reinhold Blair 74, 75, 81, 196
  Journal of Seaman David Jones 53
  Journals of Alfred Barrow, Ph.D. 149
  Journals of Douglas Enright 160

K

Kamchatka Peninsula 86
Kamikaze (Japanese destroyer class) 86
King William Island 13, 39, 41, 43, 46, 50, 51, 52, 53, 59, 80, 137, 138, 140
Koldewey, Robert 151, 216
komatik 29
Kukulcán (deity) 20
Kunashiri (island) 86
Kurile Islands 7, 9, 76, 80, 85, 86, 87, 88, 89, 90, 92, 94, 96, 97, 101, 153

L

L.59 (rigid airship) 106
Lakehurst, New Jersey, U.S.A. 13, 111, 112, 152
Lei-Kung (deity) 6
Iloigor* 177, 179
London, England, U.K. 13, 20, 88, 96, 97, 107, 149, 152, 153, 154, 155, 159, 160, 164, 171, 181
Los Angeles (rigid airship) 31, 32, 103, 106
Lumley, Brian 4, 14, 216

M

Macedonia 147, 155
Macon (rigid airship) 31, 32, 105, 106
magic, Cthulhu Mythos* (see separate index on p. 221)
magic, Inuit and Tlingit* (see separate index on p. 221)
Majestic Hotel* 62
Manaus, Brazil 54
Marduk (deity) 18, 151
Marines, Japanese 98, 99, 100
Marines, United States 150
Masks of Nyarlathotep 37, 153
Massachusetts Institute of Technology (M.I.T.) 104, 106
Maybach engine 69, 114
Medusa 184, 185
Mesopotamia 18, 146, 151, 153, 154, 155, 163, 178
Miskatonic University* 97, 160
monolith* 35, 160, 164, 165, 167, 169
Morgan, John Pierpont, Jr. 104, 107
Mount Hayes 73
Myths & Legends Of Babylonia & Assyria 151, 217

N

*Nameless Cults** 81
Narvik, Norway 80
Navissa, Manitoba, Canada* 60
*Necronomicon** 73
New Jersey State Police 116
New York City, New York, U.S.A. 13, 103, 104, 105, 107, 112, 113, 115, 118, 127, 133, 134, 135, 148, 152, 159, 162, 189, 190
Nihongi 20, 23, 88
Nippur, Iraq 10, 18, 146, 147, 148, 151, 152, 154, 158, 161, 171, 172, 174, 176, 177, 178, 179, 181, 188, 201
Ninlil (deity) 18
Nobile, Umberto 31, 137, 139
Nome, Alaska 62
Non-Player Characters* (see separate index on p. 220)
Norge (semi-rigid airship) 31, 138
North Pole 6, 7, 9, 13, 16, 29, 31, 43, 74, 76, 78, 80, 81, 93, 94, 95, 96, 103, 106, 111, 114, 115, 118, 137, 138, 139, 140, 141, 142, 143, 145, 146, 201
Northern Challenger (freighter)* 62
Nyarlathotep* 4, 37, 153

O

Oahu, Hawaii (island) 85
*Obscure Deities of the World** 18, 21, 60, 62, 151
Oneida County, New York, U.S.A. 127
Oneida Lake 127
Orient Express 181
Osaka, Japan 85, 93
Osbrook House* 104, 120, 121, 122, 124
Ottawa, Ontario, Canada 13, 56, 62, 112, 137
Oxford University 154, 162, 216

P

Paleontology (skill) 37
Paramushiro (island) 85, 86, 87, 88, 90
Pearl Harbor, Oahu, Hawaii 32, 85
Penhew Foundation* 153
*People of the Monolith** 81
Peters, Dr. John Punnett 151, 217
The Phantom of the Opera 95
Philadelphia, Pennsylvania, U.S.A. 13, 103, 107, 112, 121, 152
philanthropy 107

pooksak 83
Portland, Maine, U.S.A. 149, 161
Princeton University 63, 69
Prohibition 121, 122

Q

quarry 127, 128, 129, 130, 133
Queen Charlotte Islands 26
Quetzalcóatl 6, 19, 20, 61, 68

R

Raven (deity) 21, 22, 71
reader's ticket 153
Red Caribou clan* 9, 41, 43, 45, 46, 47, 49, 50, 51, 52, 57, 59
The Red Tent 32
The Religion of Babylonia and Assyria 151, 216
Royal Canadian Mounted Police (R.C.M.P.) 193, 194, 196

S

Sacramento, California, U.S.A. 120
Sailing (skill) 37
San Francisco, California, U.S.A. 85, 103
sarcophagus 184, 185, 186, 189
Schwartzkopf, H. Norman 116
Seattle, Washington, U.S.A. 13, 61, 62, 193
Seeking Knife* 52, 57
Serpent Man* 10, 184, 185, 186, 187, 188, 191
Sharp Detective Agency (S.D.A.)* 104, 105, 107, 114, 115, 118
Shimushu (island) 13, 85, 86, 87, 88, 89, 90, 92, 93, 97, 98, 99
Sila (deity) 6, 9, 10, 20, 21, 36, 41, 45, 47, 50, 52, 61, 63, 65, 66, 67, 74, 83, 198
Sitka, Alaska 62, 66
Sklúmyoa (deity) 20
Sopwith *Snipe* (fighter aircraft) 87, 94
Spence, Lewis 151, 217
Spitsbergen (island group) 13, 103, 111, 138, 139
Sumer 18
Sumerians 18, 74
Susa-no-wo (deity) 6, 20, 61, 88, 89, 90
Suttermeyer & Wayland* 193, 194
Svalbard (island group) 138
Syracuse, New York, U.S.A. 127

T

Tablets of Destiny 7, 10, 18, 21, 60, 74, 76, 145, 146, 148, 149, 151, 152, 155, 158, 162, 163, 174, 176, 177, 178, 179, 181, 184, 185, 187, 191, 197, 198, 200, 201, 202, 203, 216
Tablets of Fate 10, 18, 146
Telipinu (deity) 20, 21
Temple of Athena* 182, 184
Temple of Susa-no-wo* 89, 90
Temple of the Winds* 6, 7, 9, 10, 13, 16, 59, 76, 83, 89, 90, 115, 141, 142, 143, 145, 161, 172, 198, 200, 201
Terror (exploration ship) 24, 39, 41, 52, 53, 138, 139, 140
Tha-Thka (deity) 20, 21
Thor (deity) 21
Tigris River 171
Tlingit 9, 26, 66
Toronto (semi-rigid airship)* 32, 137, 138
Toronto, Ontario, Canada 13, 40, 59, 60, 61, 62, 64, 69, 112, 138
trawler 85, 100, 181
Triceratops 66
Tunit 45
tupilak 9, 28, 32, 45, 48, 63, 64, 65, 66, 74, 78, 83, 130, 133, 135, 141
tupilat 28, 73, 83
tupsimati 10, 18, 21, 81, 146, 147, 148, 176, 187, 198, 199, 203

U

Ugly Mug (tavern)* 64
United States Navy 7, 106
University of California at Davis 65
University of Pennsylvania 151, 152, 159, 174, 181, 216
University of Toronto 39, 137
Utica, New York, U.S.A. 127

V

Vault of Souls* 6, 141
Vayu (deity) 21

W

Walrus *tupilak* 130, **135**
way of Enlil 18, 146
Wendigo* 41, 92, 114, 197, 198
Wendigo (rigid airship)* 13, 94
Widener Library 73
Wiley & Richter* 113, 127, 128, 130, 133
Wind Chill Table 30
Wind-Walker* 14, 51, 197
Wind-Walker (rigid sirship)* 13, 78
Winslow, British Columbia, Canada* 148, 193, 194
winter solstice 6, 7, 9, 10, 16, 29, 47, 65, 76, 103, 118, 143, 164, 169, 200, 201
Woodcraft (skill) 37
Wright Field, Ohio 112

X

Xeio (deity) 21, 22, 71

Y

Yig* 19, 20, 216
Yiige' 45
Yokohama, Japan 85, 93

Z

Zu (deity) 18, 146, 151, 152

NPCs

Page numbers in **bold** type are where stats for that NPC can be found.

Ahzuak 73, 74, **83**
Andersen, John J. 112
Arledge, Dr. Thad 112
Armstead, Walter 67, 68, 69, **71**
Ataq 130, 133, **135**
Atwater, William Riley 111, **116**
Bailey, Duncan J. 210
Baine, Andrew O. 112
Barlow, Felix 128, 129, **134**
Barrow, Dr. Alfred 26, 59, 60, 61, 62, 63, 64, 66, **69**, **70**, 76, 81, 145, 149, 151, 154, 155, 161, 162, 198
Barrow, Dr. Ian 145, 149, 151, **161**
Bayar, Dr. Hassan 182, **191**
Benson, Henry 147, 148, **162**
Blair, Reinhold 7, 37, 73, 74, 75, 76, 80, 81, **83**, 114, 143, 147, 148, 149, 152, 153, 162, 173, 174, 189, 193, 194, 196, 200, 203
Bohanen, Evelyn Barrow 149, **161**
Bohanen, Winston 161
Brand, Dr. Cornelius 43, **55**, 61
Brass, Alexander R. 112
Bridgeman, Samuel R. 18, 60, 61, 148, 152
Bryant, Theodore 113, 114, **118**, 129
Carlson, Benjamin 104, 107, 115
Childress, Kent 114
Childress, Sady 114

Entries marked with an asterisk (*) are fictitious.

Christianson, Dr. Paul 60, 63, 64, 66
Christie, Dr. Kevin C. 107, 112, 113, **117**, **118**, 141
Collins, Peter M. 112
Compton, Delbert 104
Crook, Diana 114
Crook, Joseph 114
Cunningham, George 208
Cuthbert, George 64, 65
Darling, Marvin 129, 130, 133, **135**
Dawson, Thomas 209
Decker, Dr. Jason 43, **55**, 56, 61
Diaz, Filipo 81
Dutton, Alexander 61, 63, 64
Dyenen 7, 47, 48, 52, **57**
Early, Brian 120, 121
Early, Catherine 121
Eiger, Quenton L. 112
Enright, Diana 159, 160
Enright, Douglas 93, 96, **97**, 153, 159, 161, 164, 165, 169
Enright, Michael 159, 160
Eteokuk 65
Forster, Lee **122**
French, Neville P. 112
Furgusson, Howard T. 112
Gardener, Eliot 80, 81
Garvin, Paul I. 104, 112, **117**
Gottlieb, Karl 174, 176, 177, **179**
Hamilton, Dr. Christopher 43, **56**, 61
Hammond, Charles 164
Higginbotham, Dr. Nathan 147, 148, 149, **162**, 188, 189
Hofstader, Dr. Erwin 147, 148, 171, 172, 173, 174, 176, 177, **178**, 179
Horning, David **56**, 61
Hubert, Laurence 76, 81, 174, 177, **179**
Iverson, Donald S. 112
James, Martin D. 112
Johansson, Otto 112
Jones, Seaman David 53, 138
Kent, Alan M. 112
Kirby, Kendall 81
Lansing, Dr. Paul 104, 107, 118
Larisgoitia, Carlos 81
Lefter, Nelson 81
Long, Emma 168
Long, James 168, 169
Long, Richard 35, 164, 165, **169**
MacBane, Carter 62, **71**, 198
MacLaughlin, Andrew 164, 165
MacMillan, Daniel 64, 65
Marlowe, Diane 64, 65
Marshall, Riley B. 112
Martinez, Juan A. 112
McConnell, Charles G. 112
Mercer, Dr. Felix 159, 181, **190**, **191**
Merriwether, Ellen **122**
Morrow, Dr. Cedric 159, 163, 181, 182, 184, 185, 189, **190**, 191
Mueller, Eric 81
Mulhane, Simon S. 112
Munro, Judd 66
Nakamura, Hiro 85, 89, 90, 92, 93, 94, 95, 96, **97**
Newburg, Dr. Nathan 60
Olsen, Scott N. 112
Osbrook, Amelia 120, 121
Osbrook, Everett 120, 121
O'Toole, Michael **122**
Paine, Dr. Jacob 62, **70**
Palladino, Marco 111, 112, **117**
Parker, James L. 112
Peterson, Reginald F. 104, 112
Pettigrew, Georgia 105
Poo-yet-tah 43, **56**, 61
Porter, Clarence 120
Quickhand, Sam 62, **70**, **71**
Ramey, John K. 112
Reming, Dr. Charles 137
Reynolds, Steven T. 112
Richter, Gordon 113, 127, 128, 129, 130, **133**, **134**, 135
Richter, Margaret Aames 129, **134**, 135
Richter, Matthew Steven 129, **134**
Ross, Horice 64
Russo, Anthony 208
Salmān, Omar 174, 177, **179**
Saunders, Andrew 64, 65
Schneider, Karl 66
Scovill, Dr. Alan **56**, **57**, 61
Sharp, Christian 115, 116, **118**
Solithithkus 184, 185, 186, 187, 188, 189, 190, **191**
Southard, Curtiss 69
Stefánik, Antonín 112
Stevens, Edgar P. 112
Strasser, Heinrich 112
Sundhurst, Dr. George 106
Takahashi, Kenji 87, **96**, **97**
Takpuk 47, 48, 49, **57**
Talon, Ed 66
Tamura, Akiro 93
Tanaka, Chuichi **101**
Taylor, Frank A. 112
Taylor, Louie **122**
Tower, Bob **122**
Turner, Jacob "Jack" 64, 65
Wallace, Dr. Victor 154, 158, **162**, 181, 190
Wardlaw, Adrian 116, **119**
Warren, Dr. Frederick 62, 66, **70**
Weaver, Otis **122**
Whitley, Dr. Herbert 10, 158, 159, **163**
Wierzbowski, Mark 116, **119**
Wiley, Gilbert 127, 128, 129, **133**
Williams, John Q. 112
Winston, Edward H. 112
Xerxes 147, 155, 159, 185, 187, 191
Yamaguchi, Saito 89

Magic

Inuit and Tlingit Magic

Amulet of Peace 27
Amulet of Spiritual Aid 27
Amulet of the Friend 27, 28, 50
Constructs 28
Evaluate 26
Overwhelm 26
Possession 26
Ritual of Revenge 25
Ritual of the Hunt 25
Ritual of Vengeance 25
Soul Stick 27, 28, 50
Soul-Steal 27, 83
Spying Trance 26

Cthulhu Mythos Magic

Banish Gnoph-Keh 50, 52, 54, 57
Channeling 35, 169
Chill of the Wendigo 35
Commune 36
Contact Gnoph-Keh 36
Dismiss Sila (Ithaqua) 36
Dread Curse of Azathoth (variant) 37
Great Ritual (of Ithaqua) 17, 73
Ritual of Banishment 148, 198, 199, 200, 201, 202
Ritual of Devotion 17, 97, 162, 169
Ritual of Knowledge 10, 16, 65, 66, 147, 148, 177, 199, 200
Ritual of Power 17, 162
Strike Blind 37, 149

Afterword

Work on *Walker in the Wastes* began in the fall of 1990 with the original concept consisting solely of what is now the Prologue, *The Dead Of Winter*. However, since plenty of ideas were left over, work began on expanding it to a full size campaign format. At the time, it was never realized that it would reach the sheer bulk it has here.

In its original form, the campaign consisted of three scenarios: *The Dead Of Winter* (now the Prologue), *Into The Realm Of The Wind-Walker* (now Chapters 1 through 6), and *Curse Of The Wendigo* (now Chapters 7 through 10), plus the extensive Resources section. Research was conducted intensively throughout the entire four year period, including even after the manuscript was turned in on December 31, 1992.

Walker in the Wastes is a campaign that effectively wrote itself. While *The Dead Of Winter* was not inspired by research (outside of that on the Franklin Expedition) or any fictional writing, much of the rest of the campaign was inspired initially by Brian Lumley's "Born of the Winds" and real life historical incidents and legends. As research progressed, it was discovered that allegations made in "Born of the Winds" were confirmed by a plethora of legends and folktales from a wide range of cultures. As various facts and bits of information were collected, they fell together quite easily, making the author's job that much easier.

For those wondering why this campaign is so large, there are several reasons, but one is noteworthy. The author hurls the blame for Chapters 7 through 10 at one C. Raymond Lewis, better known to the friendly folks at Pagan Publishing as Charlie. In the fourth issue of *The Unspeakable Oath* appeared a piece by him entitled "From the Journals of Alexander Hale, Ph.D.: The Tablets of Destiny." Had it not been for this article, the author would never have learned of the Tablets of Destiny and thus would not have written the final chapters of the book.

When full scale research commenced, two main subject areas were tackled. First was to seek out and obtain every story possible concerning Ithaqua. Although the author failed to get at least one, Brian Lumley's *Spawn of the Wind*, many others were collected. Most proved to be interconnected and consistent, something that is not always true in the Cthulhu Mythos genre. The second major subject area was background research. This was subdivided into a myriad of subjects: legends and folklore, Native American cultures and history, Arctic history, Arctic survival, area histories, airship construction and operation, aircraft operation, law enforcement, world museums and libraries, Mesopotamia, and much more. Some information proved to be hard to come by. The stories on Ithaqua by August Derleth were most elusive since they were printed only once (outside of magazines) in *Something Near* (1945), a book that saw a fairly limited printing.

Research was conducted mostly at three libraries: the Cincinnati City Library, Ellis Library at the University of Missouri-Columbia, and Abrams Library at Fort McClellan, Alabama. Of the three, the Cincinnati City Library provided the lion's share of information. The staff was most helpful in assisting the author in his efforts to track down often obscure information and sources. They have earned his undying gratitude for without their help, this book would not have reached this form.

One other institution was consulted, but rather belatedly. The Field Museum of Natural History in Chicago, Illinois was visited in August, 1993, well after the manuscript had been completed. It turned out that the museum was a fount of information on Native Americans from the Arctic north to the Andean Mountains. While the information was not used in this text, exhibits on display provided some of the reference material for Dennis Detwiller, the artist responsible for the magnificent illustrations throughout the book.

—John H. Crowe, III
October 31, 1993

(photographs, this page and next: Damon Lipinski)

MISCELLANY

Contributors

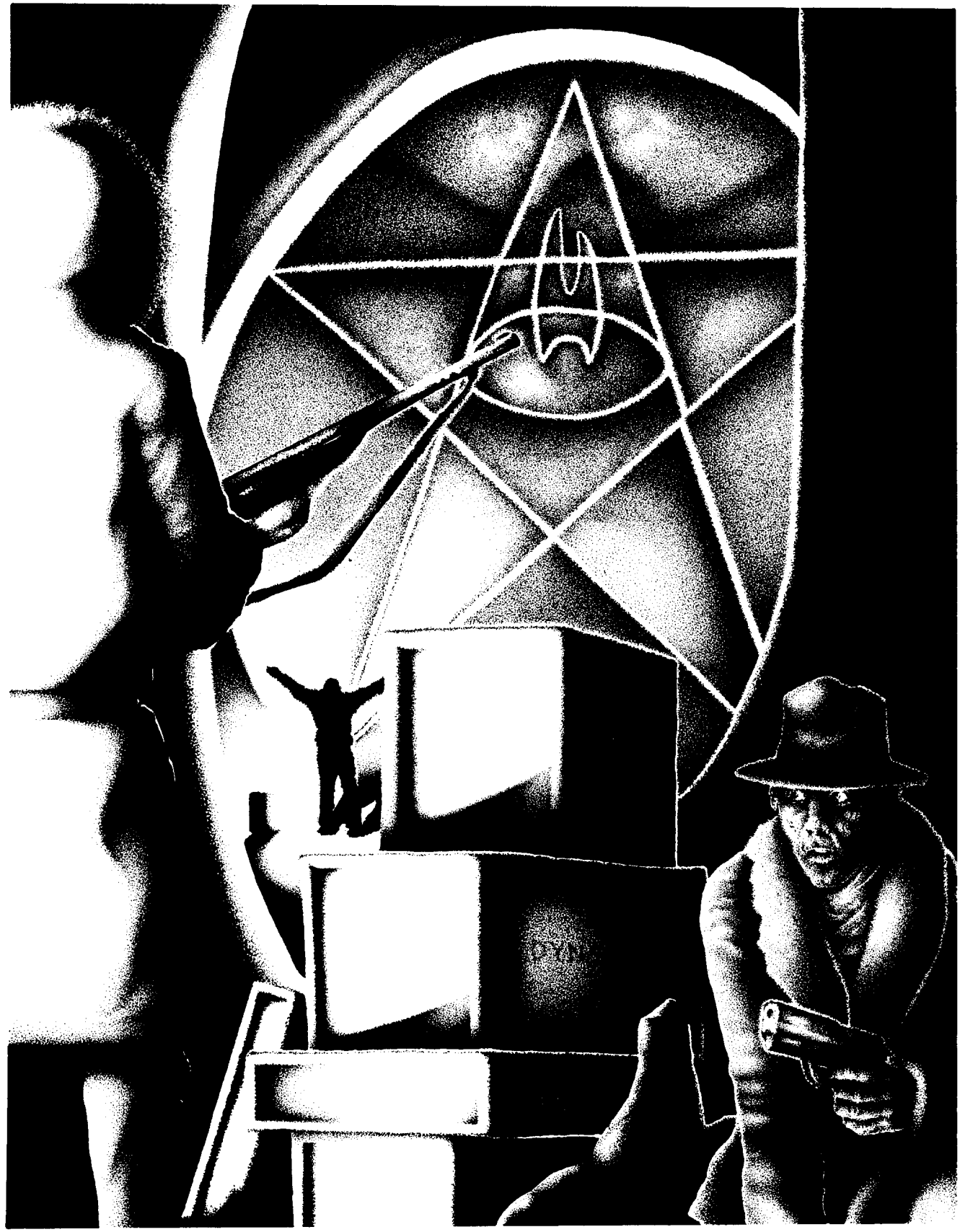
The book you're holding in your hands is a testament to creativity, imagination, and a lot of hard work. It's the biggest book Pagan Publishing has ever released, and one of the biggest RPG campaigns ever published. Nothing this big can be the work of a single individual. John Crowe's tireless efforts have been exemplary, and his patience with this editor has been noteworthy. Dennis Detwiller's beautiful paintings have given the book vision and flavor. Jeff Barber's maps are models of clarity and crispness. Brian Appleton's copy editing has put the book's contents on a more-professional level. The final result is a work not wholly John's, nor mine, nor Dennis', nor Jeff's, nor Brian's. Rather, it is a collaboration. The efforts of these people, friends and creative partners, have triumphed over delays, misunderstandings, and the withdrawal of cover artist and friend Blair Reynolds from our lives and work.

Looking back over the growth of this project, which predates the founding of Pagan Publishing, certain events stick out in my mind. The first time we played "The Dead Of Winter." John's move from Columbia to Cincinnati — and then back again, to supervise the preparation of the book. Dennis' move from New York to Columbia to do the same for the artwork. Our stumbling upon a stunning exhibit on the natives of the Pacific Northwest at the Chicago Field Museum, on the way to GenCon '93. The growing thrill of accomplishment in these last few hectic weeks of work.

This book represents the efforts of the core members of Pagan Publishing, and the influence of many other individuals on our work and our lives. It's been a tremendous education for all of us, and in a way I'm sorry it's over. But now comes the best part — for now it's your turn.

—John Tynes, January 18, 1994

(from left to right: Dennis Detwiller; John H. Crowe, III; Brian Appleton; Jeff Barber; John Tynes)



C A L E N D A R

Dates in **bold** type are the days of the new moon. Underlined dates are the days of the full moon.

1931

January

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

February

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	**17**	18	19	20	21
22	23	24	25	26	27	28

March

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	**19**	20	21
22	23	24	25	26	27	28
29	30	31				

April

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	**18**
19	20	21	22	23	24	25
26	27	28	29	30		

May

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

June

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	**16**	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

July

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	**15**	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

August

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
10	11	12	**13**	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

September

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	**12**
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

October

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

November

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	**9**	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

December

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	**9**	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

1932

January

S	M	T	W	T	F	S
					1	2
3	4	5	6	**7**	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

February

S	M	T	W	T	F	S
	1	2	3	4	5	**6**
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29					

March

S	M	T	W	T	F	S
		1	2	3	4	5
6	**7**	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

April

S	M	T	W	T	F	S
					1	2
3	4	5	**6**	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

May

S	M	T	W	T	F	S
1	2	3	4	**5**	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

June

S	M	T	W	T	F	S
			1	2	3	**4**
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

July

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

August

S	M	T	W	T	F	S
	1	**2**	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	**31**			

September

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	**30**	

October

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	**29**
30	31					

November

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	**28**	29	30			

December

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

This page may be photocopied for personal use only. ©1994 John H. Crowe, III

In 1848 the Franklin Expedition vanished in the ice...

...searching for the Northwest Passage. Eighty years later, you and your associates travel to Northern Canada to research the disaster — and find yourselves launched in a globe-spanning race to defeat the terrible god of the icy wastes. Hundreds of hours of research have gone into creating the most realistic 1920s campaign ever. Japanese gangsters, Iraqi archaeological digs, secret airships, and a legend older than humanity serve to challenge even the most experienced of CoC players. *Walker in the Wastes* is a huge campaign of discovery and horror, and is suggested for experienced Keepers.

Pagan Publishing · 1990 ·
· Plotting the downfall of humanity since 1990 ·

PAG1002 LICENSED BY CHAOSIUM, INC. $19.95